OVER 500 FREE PS4 & PS3 VIDEOS

SEE PAGE 91 FOR DETAILS

PLAY

ISSUE 260



100 PS4 GAMES RATED

TRANSFORM YOUR PS4

Tips and tricks to get the most out of your console

THE BIGGEST EXPANSION YET!

DESTINY

HOW THE TAKEN KING WILL CHANGE BUNGIE'S SHOOTER FOREVER

KINGDOM HEARTS III

FF legend Tetsuya Nomura on the key to the sequel's success

UNCHARTED 4

Everything you need to know about Drake's end

ip IMAGINE PUBLISHING | DigitalEdition | GreatDigitalMags.com | ISSUE 260

BLACK OPS 3

First look at the reinvented Zombies mode

ALSO SHENMUE III **THE LAST GUARDIAN** UNTIL DAWN **ROCK BAND 4** TRACKMANIA TURBO **THE DIVISION** PERSONA 5 **MAD MAX** & MORE!

UPCOMING VIDEO GAMING SHOWS ... PRESENTED BY

REPLAY EVENTS



PLAY MARGATE

THE ARCADE, INDIE & RETRO GAMING SHOW

WINTER GARDENS, MARGATE
21/22/23 AUGUST 2015

TOURNAMENTS · ARCADE MACHINES
RETRO GAMING · INDIE GAMES
COSPLAY · LAN GAMING · MINECRAFT
PINBALL · MERCHANDISE AND MORE

TO BUY TICKETS PLEASE VISIT: WWW.PLAYMARGATE.COM

PLAY EXPO



EVENTCITY, MANCHESTER
10/11 OCTOBER 2015

NEW RELEASES · TOURNAMENTS
RETRO GAMING · FILM AND TV
LAN GAMING · ARCADE · MINECRAFT
PINBALL · COSPLAY · MERCHANDISE

TO BUY TICKETS PLEASE VISIT: WWW.PLAYEXPO.NET

PS4 PS3 Vita PSN

Welcome PLAY

The UK's only independent **PlayStation** magazine



14 TRANSFORM YOUR PS4

Tips and tricks to get more out of your console

INSIDE DESTINY'S BIGGEST EXPANSION YET 06

EVERYTHING YOU NEED TO KNOW ABOUT UNCHARTED 4 22

YU SUZUKI ON BRINGING BACK SHENMUE 60

EARLY ACCESS



ONE OF MY favourite parts of this job is the thrill of getting to play the biggest games ahead of release – by the time you read this, I'll have died repeatedly in *Dark Souls III*, played the hell out of *The Phantom Pain* and kicked all kinds of ass online with *Street Fighter V* (assuming Capcom ever manages to get its beta working properly). But one of the best things about this new connected generation is the fact that this privilege has been opened up to a far wider audience. From indie darlings like *Rocket League* and *N++* to heavy hitters like *Destiny* and *Final Fantasy XIV*, alpha tests and betas are giving fans a delicious early taste of great games and helping spread that all-important word of mouth to build communities ahead of launch.

Early tests are growing to be a crucial part of the modern development process. While a strong internal QA team is still a must, why wouldn't devs call in the help of thousands of part-time testers more than happy to work for free? It really is a win/win scenario and, as such, these programs are only going to become more common and more open. They need to, really – most pre-launch tests have been geared around testing general connectivity but with unrealistically low player counts compared to what the final versions expect to pull in, stress testing doesn't usually play a part and games like *Rocket League* and *Destiny* have paid the price in their launch weeks. Here's hoping more tests like these will help avert situations like these in the future.

So welcome to my world, everyone – it's a glorious place where you get to both play and shape the best new games and I hope you enjoy your time here as much as I do.

Enjoy the issue, and I'll see ya online.

GET IN TOUCH!

Facebook facebook.com/PlayMagazineUK

Twitter @PlayMag_UK

Play blog play-mag.co.uk

YouTube youtube.com/PlayMagUK

LUKE ALBIGÉS
EDITOR
@LukemonMGJ
PSN: PorthMinster



CURRENTLY PLAYING
Rocket League

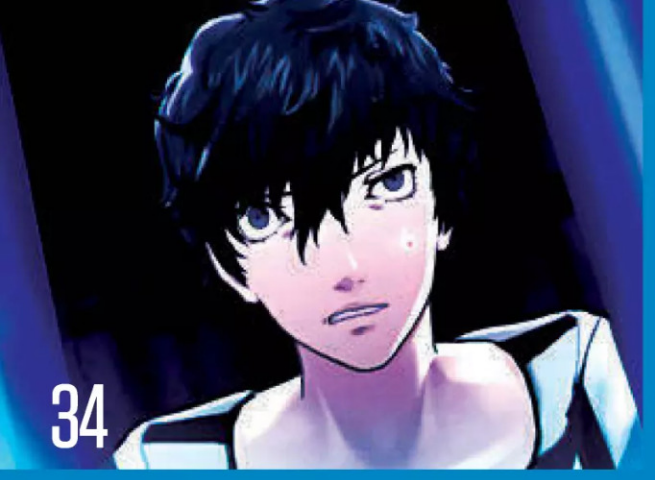


PLAY Contents

Legends are carved across history by the brave

06
DESTINY: THE TAKEN KING
The lowdown on the most important expansion yet

play@imagine-publishing.co.uk
facebook.com/PlayMagazineUK
youtube.com/PlayMagUK
www.play-mag.co.uk
@PlayMag_UK
twitch/PlayUK









14 TRANSFORM YOUR PS4
Essential hardware tips and tricks

22 UNCHARTED 4: A THIEF'S END
Everything we know about Drake's return

30 CALL OF DUTY: BLACK OPS III
Two games for the price of one?

36 TOM CLANCY'S THE DIVISION
Ubisoft's co-op shooter goes viral

44 MAD MAX
Find out just where the Fury Road leads...

78 MEDAL OF HONOR FRONTLINE
The making of a PS2 classic

FEATURES

6 Destiny: The Taken King
14 Transform Your PS4
22 Everything You Need To Know: Uncharted 4: A Thief's End
28 Indievelopment
56 Hot Topic: Free-To-Play
60 Shenmue Returns
78 Play Classics #17: Medal Of Honor Frontline

PREVIEWS

30 Call Of Duty: Black Ops III
32 The Last Guardian
34 Persona 5
36 Tom Clancy's The Division
38 Until Dawn
40 Shadow Warrior 2
42 Ghost Recon: Wildlands
44 Mad Max
46 Rock Band 4
48 Trackmania Turbo
50 Transformers: Devastation

REVIEWS

64 God Of War 3 Remastered
66 Rocket League
68 F1 2015
70 Rory McIlroy PGA Tour
72 J-Stars Victory VS+
74 The Vanishing Of Ethan Carter



PLAY PLUS

82 Interview: Tetsuya Nomura
84 Extended Play: Metal Gear Solid
86 How To Master Trials
88 PS Plus Trophy Guide
90 Instant Game Collection
91 Video Sharing
94 Playlist

FOR BACK ISSUES AND BOOKAZINES GO TO...
imagineshop.co.uk
SUBSCRIBE NOW and save 30%

TURN TO PAGE 54

THE RETURN OF THE KING

Destiny is almost 12 months old, but don't let that fool you. It hasn't even begun to show us what it's made of yet...

How do you solve a problem like *Destiny*? Bungie's behemoth of a shooter has been on one hell of a journey so far – full of ups and downs, seemingly random changes in direction and a player base that loves to hate the game. *Destiny* has created one of the most fervent fandoms we've seen in gaming for *years*, and for good reason: it's as addictive as it is entertaining. When you get over 20 million people playing your game, you know you've done something right. But how hard is it keeping those players playing, keeping that number up? As it turns out, it's *incredibly* hard.

Destiny's place as a console MMO/shooter hybrid is unique and it faces a lot of problems other games simply don't face. *Call Of Duty*, *Battlefront* and even *Halo* over on the Xbox don't rely on main game content feeding into the multiplayer-focused events that are every *Destiny* player's daily bread. Keeping interest alive in the same section of content has proved difficult for Bungie, and despite two successful DLC drops over the last year, player numbers are starting to wane.

The Taken King will mark the one-year anniversary of the game, though, and with this landmark, Bungie is planning to really shake things up. Fundamental changes to the way the game is played are coming, alongside class-specific challenges, weapons and (potentially) missions. There's a couple of new Strikes coming, as well as a whole new Raid – we can't wait to find a way to cheese that. For those that prefer their action a little more competitive, there are two new multiplayer modes that look set to bookend the entire *Destiny* PvP experience: one a tight, surgical objective-based mode reliant on teamwork and cohesion and the other an all-out slaughterfest relying on grenades, abilities and specials. It's a whole new dawn for *Destiny*.

> "ORYX HAS TWISTED AND CORRUPTED COMBATANTS FROM OUR SYSTEM"

So how exactly does *The Taken King* set you up for all these new challenges? Well, the core *Destiny* template doesn't change when it comes to story – you're still going to be briefed by NPCs as you head into the atmosphere of another nearby planet – but this time, the premise is going to be more reminiscent of the first expansion (*The Dark Below*) than it is anything else.

The Vanguard – the Guardians responsible for preventing all kinds of planetary annihilation – have intercepted a signal from the Cabal: a militarised race of juggernauts we've typically only seen holed up on Mars. The distress call is coming from Phobos, one of Mars' moons... and for a change, the Cabal aren't starting an invasion, but rather fleeing from someone – no, some*thing*.

That thing is Oryx. The Hive God-King whose son, Crota, you mercilessly wiped out of existence in *The Dark Below*. His name has been bouncing around *Destiny* mythology for a while, but always whispered, always uncertain. It's not until now that we know what his true movements have been... and they're game-changing.

Oryx has been in another dimension, gathering an army. But he isn't like the big bads of *Destiny* we've seen so far, no. He's much worse. Rather than building a force of *one* race, Oryx has been ripping the soldiers of *every* race, putting them through a transformation, turning them into the Taken.

"We wanted to do something that retained elements of where the Taken came from, but that unified them," explains *The Taken King*'s art director, Michael Zak in the video documentary

www.imagineshop.co.uk



△○×□ The Stormcaller will be your worst enemy in The Crucible.





△○×□ Phobos will be the newest location for Guardians to explore.







△○×□ The new subclasses will rebalance the way Guardians compliment one another's abilities.

Bungie released to announce *The Taken King*. "So they've got this supernatural flame that's burning them from the inside, and because we wanted to represent them losing their will – being tortured from the inside – they've got this jittery look to them."

One of the design goals in *The Taken King* was to make the alien races we've been wailing on for just under a year feel *even more* alien to us. To that end, we're going to see more of the Hive. *The Taken King* comes with one new raid – an all-out assault on Oryx's Dreadnaught that'll take you deep into the bowels of the biggest ship we've seen in *Destiny* so far (it makes a Fallen Ketch look laughable). The Dreadnaught itself acts like a 'best bits' compilation of everything we've seen the Hive construct so far, mixing Summoning Pits, ceremony rooms and prisons.

> "THERE ARE PUZZLES THAT YOU MIGHT NOT UNDERSTAND"

While that's all well and good for the 'story' of *Destiny*, the main implications come in terms of what this Dreadnaught is going to be like in a Raid scenario. "It's like a giant, evil mausoleum," explains Mark Noseworthy. "There are puzzles that – at first – you might not discover, you might not even understand." These were a lot of player's favourite moments from past Raids – platforming elements that broke up the rhythm between cannon-fodder encounters and boss fights.

The staff over at Bungie keep dropping hints about this Raid, and whilst nothing too solid has been confirmed just yet, there is *one* clear point the studio is making: you won't be able to beat it with the character and subclass you've been training up this last year. Now, that's a pretty big thing to say, but we've got proof: the story details released for *The Taken King* so far have stated that both the Vanguard and The Speaker (think of him as 'leader of the Guardians' and the voice of *Destiny*'s monolithic Traveller) have realised that Oryx can't be taken on with your conventional powers. That means that your Warlock, your Titan and your Hunter have to go out there and "learn about the power of their forebears."

That's right – you unlock the three new character subclasses through story missions. Now, Bungie has revealed that there are going to be faction and class-specific weapons, so if the studio is intent on breaking up the classes up *that* much, could we also see specific missions designed for Warlocks, Titans and Hunters individually? We like the idea of these class-specific missions popping up in rotation, too: it'd give *Destiny* a new sense of cohesion and

www.imagineshop.co.uk

A CLASS OF THEIR OWN



TITAN – SUNBREAKER

The Sunbreaker is a breath of fresh air for Titans – the subclass' main skills will enable you to efficiently engage enemies from afar, something at odds with the Titan's current melee-based abilities.

SUPER
HAMMER OF SOL

"Summon a flaming hammer and wreak destruction upon your enemies." This will let you throw hammers at opponents near or far. One perk (Conflagration) leaves fire spots. Another, High Noon, lets you fire off more hammers depending on how full your health is, and Suncharge endows the Sunbreaker with devastating melee range.

MELEE
SUNSTRIKE

"Ignite your enemies with a heavy solar strike." This operates much like the Warlock's Sunsinger melee attack; a persistent flame will scorch enemies once you've landed the hit. The Fulminator perk makes kills leave behind a fire spot, Melting Point helps your attacks negate your opponent's armour points, and the Stoke The Forge perk gives you an instant recharge on your melee ability if you get a kill with the attack.

PASSIVE
FIRE KEEPER

This perk will make the Hammer Of Sol Super ability last longer as well as grant an overshield to any Titan passing through a sunspot. The potential to use this with the subclass' other abilities means you could walk around with a practically permanent overshield. This handy perk will further steer the Sunbreaker subclass into a more 'offensive support' role, quite similar to the Warlocks Sunsinger variant.



WARLOCK – STORMCALLER

The Stormcaller is probably the Warlock's most aggressive subclass yet, with abilities that focus on controlling the battlefield at large, rather than focussing on one target.

SUPER
STORMTRANCE

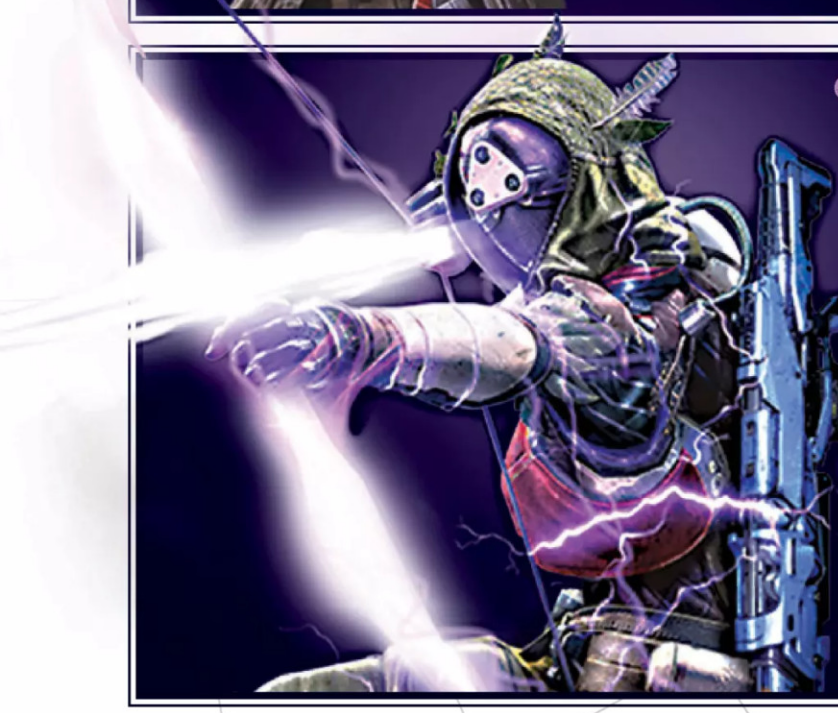
"Chain arc lightning from your hands." Activating the Super will let you fire off a continuous stream of lightning from your hands, and this lightning will chain from enemy to enemy. The Electric Glide perk will let you use L3 to teleport a short distance every time you hit it (think Blink, but on the ground) and Superconductor massively upgrades how much damage (and range) your conductive electricity has.

MELEE
THUNDERSTRIKE

"Deliver an electrocuting melee strike at extended range." And we all thought Warlock's melee was already OP. You can almost hear every Titan and Hunter scream with terror in the Crucible. The quick slap of Warlock melee can now hit you from even further away and the Tempestuous perk will extend that even further. Rising Storm simply makes Thunderstrike hits recharge your super, grenade and melee all at once.

PASSIVE
PERPETUAL CHARGE

One of the more interesting passive abilities of the DLC, the Perpetual Charge perk makes every grenade kill recharge your melee ability, and every melee kill recharge your grenade. It's potentially madness with the right build, like a more aggressive Sunsinger provided you can get the kills. It's clear the Stormcaller subclass is set up to be a maintained threat on the battlefield, if most dangerous when at full charge.



HUNTER – NIGHTSTALKER

The Nightstalker fills in the vacant 'support' role the Hunter has so far been lacking, with moves and a Super that allow Guardians to be more effective as part of a well-oiled Fireteam.

SUPER
SHADOWSHOT

"Tether a group of foes to a Void Anchor, slowing and suppressing them for your Fireteam." The application of this attack in PvP and PvE will be interesting: enemies taking Control Points in PvP will become easy prey, and mobs of elite PvE troops won't stand a chance. The Gloamranger perk sounds like it changes the Super entirely, turning it into a tether that binds but buffs allies.

MELEE
SMOKE

"Throw smoke to slow and disorientate those within its cloud." This is the closest Destiny is going to get to a smoke grenade, except maybe for the Titan's Suppression Grenade. The smoke can be altered to inflict poison on those that pass through with the Envenomed perk (think of it as a smoky Thorn burn), have its range increased with the Smog perk or be left as a trap or sticky grenade with Snare.

PASSIVE
UNCANNY ARCHER

With this perk, every target you tether with Shadowshot increases your armour and recovery stats by one until Shadowshot is recharged. This is not the most exciting of perks in *Destiny*, but think about how useful this will be in Raids or Strikes, especially if you manage to tether 10+ enemies in one go! We're actually happy to see the Hunter get some more support abilities and we can't wait to try them out in the final build.



THE BIG QUESTION Q&A

Mark Noseworthy, executive producer, Bungie



What have you done to the enemies to make them refreshing to fight against?

With *The Taken King*, we've focused our AI development time building entirely new bosses and more than a dozen new Taken combatants.

For our new Strike bosses, it was important to us to create distinct challenges that are more compelling than fighting enemies with more health, with the explicit goal of making your Fireteam react to the boss and its environment in new ways. Many of our bosses now have multiple phases with unique mechanics specific to the boss that require coordinated approaches from players.

With the Taken, Oryx has twisted and corrupted combatants from our system and given them new powers and behaviors. They are designed to make the aliens from *Destiny* feel alien and push players out of their comfort zones. The Taken are aggressive and more challenging in many ways than the original combatants.

The Taken Goblins, for instance, can now cast a tethered protection beam on a fellow combatant. You may come around a corner and run into an Ogre, but you can't damage him because he's covered in a projected shield from the Taken Goblin and until you stop the Goblin, the Ogre is indestructible This fundamentally changes the way you engage this encounter.

aspect, with Fireteams *needing* three of the same character class to fight through an area.

But we digress. If the story of *The Taken King* revolves around your need to get out there and find these new subclasses (flick back a page for an in-depth breakdown on them), what does that mean for the Raid? Simply put – you'll need at least one of each class in there, each equipped with a brand new fully-levelled new subclass. What better way for Bungie to show you what your new powers can do than in a Raid scenario, right? The Arc powers of your Warlock working alongside the Solar powers of your friend's Titan and the Void proficiency of the new Hunter's bow... all mixed in to that now (in)famous Bungie puzzle-combat? That alone is worth the price of the expansion.



△○×□ The Titan's new Sunbreaker subclass promises to give the class some decent ranged options. Finally!

But *Destiny* is a shooter at heart, underneath it's Exotic MMO armour. So the main focus of this expansion (from a sandbox point of view) has been the guns. *The Taken King* boasts an arsenal even bigger than the vanilla release of *Destiny*, and Bungie is dropping a new patch – 2.0 – in time for the release of the expansion too, to make sure we all get to understand how guns are going to work over the next year. First and foremost, there are some important balances coming to the meta.



Pending tweaks include making Auto Rifles more powerful by upping the damage they do at mid-range, directly repairing the massive nerf the weapon class suffered when *The Dark Below* had just been released. The main difference here is that you're going to see how *much* range affects damage – yes, the base damage is going *up*, but the more steps you take away from your target, the more you'll notice the impact of your weapon decrease. It's a good solution to a problem that's been plaguing *Destiny* since it launched: hopefully now our Necrochasms and SUROS Regimes can come out of the Vault.

Hand Cannons are being nerfed generally, rather than buffed – though only at long range. That means your precious Thorn will be less effective at range, but still a good option for close quarters combat. For those of you who just *love* to zap your opponents from half a map away, don't worry; the option still exists. It just means you'll want to go into a PvP match with your gun *specifically* set up for that kind of ranged sniping, rather than the

www.imagineshop.co.uk



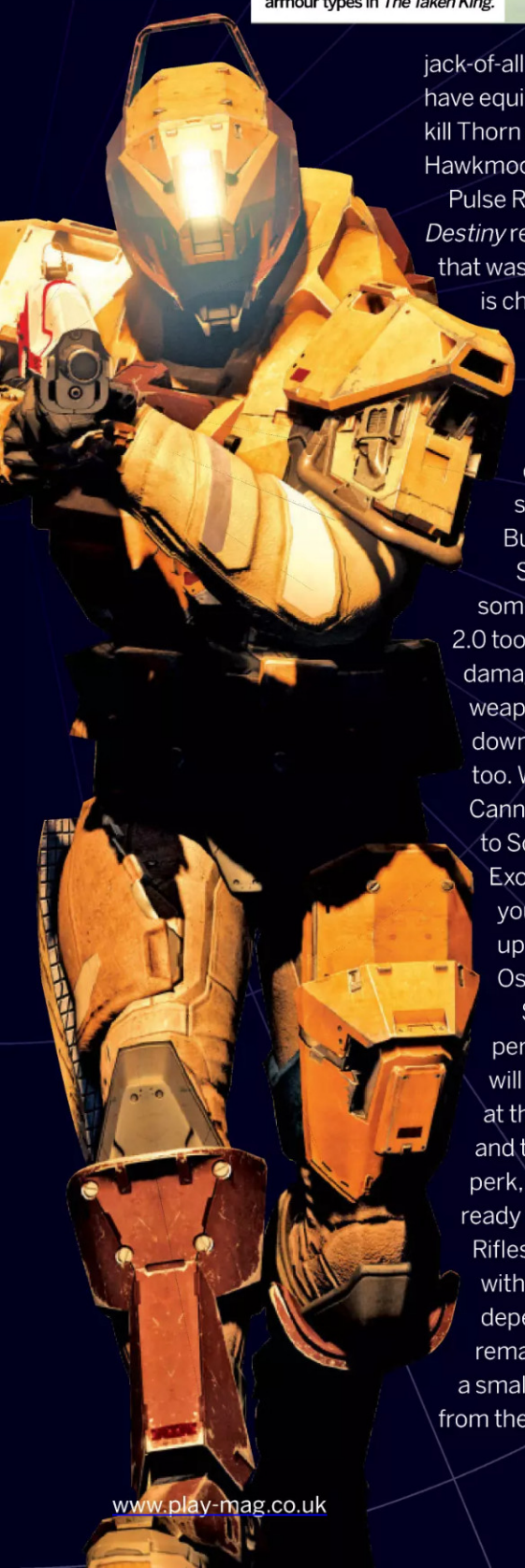


△○×□ Each manufacturer has its own traits, a la *Borderlands*.



△○×□ There are loads of new armour types in *The Taken King*.





jack-of-all-trades Hand Cannons you'll have equipped now. This might well kill Thorn and The Last Word, but keep Hawkmoon as a viable primary.

Pulse Rifles are going through a *Destiny* renaissance right now, and that was Bungie's intent, so not much is changing here. The only thing you'll notice when the patch goes live is the stability decrease, but skilled players should be able to compensate for that on a shot-by-shot basis (well, that's Bungie's intention, anyway).

Scout Rifles are getting some much needed love in 2.0 too, with a general buff to all damage. They're the only class of weapon that hasn't been bumped down in a damage/range sense, too. We anticipate a lot of Hand Cannon players switching back to Scout Rifles, especially if an Exotic powerful enough to 2-shot you across the map in PvP turns up. Won't that make Trials Of Osiris even more *fun*.

Shotguns are getting their perks altered, too: Felwinter's Lie will no longer be able to get you at the range of an assault rifle, and the higher the initial range perk, the longer it'll take for you to ready your weapon again. Fusion Rifles will stay much the same, with some tweaks to accuracy depending on range, and Snipers remain exactly the same (with a small buff to precision damage from the weapons).

The ramifications of these changes in PvE are slight, but they're game-changing for PvP... what's everyone going to use instead of Thorn now? Did we mention that Gjallarhorn is getting its Wolfpack rounds weakened, too? How are people going to breeze through the Prison Of Elders this time around? How are people going to easy mode their way through Trials Of Osiris? *The Taken King* is like a surgical strike on all the cheap routes to victory in *Destiny*. It means there's going to be a whole new meta evolving in the community as of 15 September. If Bungie finally manages to address all the lag-switching that takes place in Iron Banner, there finally be a *true* competitive event in the game... if so, what will *you* do to win? Surely we can't *all* go back to SUROS Regime... right?

> "THE TAKEN KING BOASTS AN ARSENAL EVEN BIGGER THAN THE VANILLA RELEASE OF DESTINY"

Speaking of SUROS, that's one of three new weapon subclasses Bungie is wrangling into the game (alongside Hakke and Omalon). These three munitions manufacturers are yet *another* extension to the way Bungie wants you play – to find a speciality and stick to it. Hakke weapons are intended to be 'hammers, not scalpels' according to the patch notes, and are the steady middle-ground of the new classifications rock/paper/scissors setup. Hakke perks focus on reliability and consistency, simpler scopes and so on. These seem designed for Titans.

Omalon's motto, according to lead artist Raj Nattam is 'experimental, bordering on irresponsible'. The hardware producer relies on liquid ammo in the fiction, which means they feel lighter and more responsive in your hands. Equipping an Omalon gun can interact directly with your grenades and abilities, meaning Warlocks running Sunsinger could become *even more* potent a force when running an Omalon.

Finally, the name that sends shivers down the spines of all Year One Guardians: SUROS. Nattam says the SUROS philosophy is "elegance amidst



△○×□ The new enemy types are going to change the way you play the old levels, Strikes and Raids.











△○×□ Scopes will impact how weapons operate in the new DLC.

brutality" – a weapon type built to be malleable, responsive to the Guardian's environment. If you're the kind of player that hops into the inventory to mess with perks between respawns, this is for you. A must for any Hunter and their expansive range of abilities.

But yet... there's more. That's all Bungie has officially outlined so far, but we're promised a whole new way for guns to be brought back to the forefront of the game: David 'DeeJ' Dauge wrote in the third July weekly update that: "There will be more choices than ever to arm yourself in the Tower. Factions will have their own guns. Classes will have their own guns. Quests will lead you directly to specific guns. Even the Gunsmith will have a new way to include you in his enterprise."

It's clear that Bungie really has doubled down on what it wants to get out of its players as far as DLC is concerned – the changes and updates here seem to be *far* bigger than anything that came with the vanilla version of the game. Of course, all those old missions will still be playable, too – we can't imagine The Dust Palace or Phogoth going out of rotation any time soon. But *The Taken King* is going to inject those missions with the same dark venom Oryx has slipped into the souls of his soldiers.

The Taken will be able to warp into old Strikes and Story missions (even Raids, if we're lucky) and from there, things are going to get messy. Remember all those old solutions you've got to various combat puzzles – Sniping the Devil Walker in the Cosmodrome, stun-locking Phogoth on the Moon, staggering the Flayers off of the Dust Palace? Well, once Taken fighters and their new, trickier moves and AI get involved, those tactics will be worthless. We'll be forced to think on our feet again, adapt to new enemy wave formations and tactics... and that *really* excites us.

The Dark Below was a vaguely successful addition to a game that needed a kick up the backside. *House Of Wolves* drastically altered the way players enjoyed *Destiny*. *The Taken King*, though... it's going to fundamentally take *Destiny* apart, and reassemble it into a beast that looks the same, but behaves a little... well, differently.

There are people out there – us included – that have sunk *hundreds* of hours into this game, and *The Taken King* seems like a way to thank us: it's taking into account some of the more major concerns we had about the half-life of the game and stripping them out. We're going to have more missions, more guns, more *loot* to search through when *The Taken King* launches on 15 September, and the architects behind the game are only going to improve on that, too. It's an exciting time to be part of this community. Eyes up, Guardian.

www.imagineshop.co.uk

INTERVIEW

Lars Bakken

Designer, Bungie

***House of Wolves* introduced the new 'sidearm' classification – was that a test for introducing new types of weapons into the meta?**
We're experimenting with adding new things into the game to see where they make sense or fill holes in the Sandbox. The Sidearm fills a role that we didn't have yet, and hopefully it sits well alongside Shotguns, Snipers, and Fusion Rifles in the Special slot.

Why did it take so long to nerf Gjallahorn?
Players become attached to the weapons and gear they earn. We do, too. That means when we update the *Destiny* sandbox, and especially when we update our more celebrated items, we need to take our time to ensure that it is the right decision to make.

"PLAYERS BECOME ATTACHED TO THE WEAPONS AND GEAR THEY EARN. WE DO, TOO"

Were shotguns meant to be this dominant in PvP?
We never want any one weapon type to become the only viable choice in the Crucible. Shotguns (even with a Range nerf in 1.1.2) turned out to be too effective due to some perk combinations that pushed it outside its intended roll as a close quarter finisher. That's why we addressed them again in 2.0.0.

And did you predict Thorn would become so incredibly dominant before the nerf?
Thorn was a weapon that players earned via a fairly intense Exotic Bounty, and a Hand Cannon that players asked us to address. Coupled with some other sandbox alterations, it become more effective than we had intended, especially in Crucible play. Our goal is to bring it in for PVP play, while retaining what makes it a worthwhile drop for defeating Xyor The Unwed.

Is there any item that has proved to be more popular with players than expected?
Yes. All of them! It's really cool to see players making and watching videos that cover weapons and armor, in depth. Our goal was to create an armory of weapons and gear that players would love to collect, combine, and celebrate.

Are there any plans to increase the rewards or rebalance the structure of the way you gain weapons and other loot in standard PvP modes?
We made some hefty modifications in *House of Wolves* (increasing Rep, Marks, and added Legendaries to the reward stream), and we are planning on even more refinement in *The Taken King*. We're introducing a brand new series of Quests that lead players through Crucible and eventually unlock Shaxx Weekly Bounties, which, upon completion, will have some pretty great rewards.

What were you looking at in each character class when it came to making the new subclasses? Was there anything you were afraid of upsetting the balance with?
We wanted to fill out the third damage type for each Class (Hunters had no Void, Warlocks had no Arc and the Titans had no Solar). We never want to intentionally upset the delicate balance of the game, but we do know that we need to make these things feel suitably awesome.

The two new PvP modes announced at E3 this year seem to bookend the competitive scene rather well – where did the ideas for these modes come from? Rift seems very *Halo*...
Well, we are always influenced by other games out in the gaming ecosystem (even including our old stuff!), but with the new modes we showed, we wanted to make sure they still felt like *Destiny*. In the case of the Rift game mode, it's pretty similar to a Neutral Bomb style game, but with some interesting twists. We give out score for picking up the Spark, score for killing the Spark Runner, and also score for making partial progress through the map. So, no matter what you are doing, you are always contributing to your team's score.



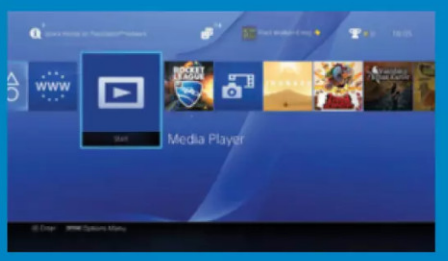
TRANSFORM YOUR



ORM OUR PS4



Want to get the most out of your console? These handy tips and tricks will make your PS4 feel like a brand new machine...

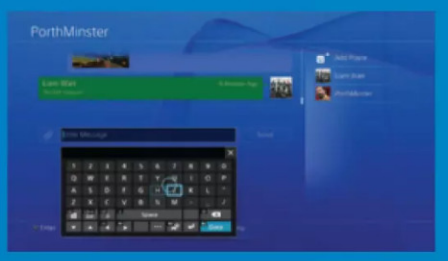


MEDIA PLAYBACK

People kept asking for it and finally, Sony has delivered. Yes, your PS4 can now do what your PS3 already could, with Sony updating the console with a media player. The player supports a variety of video, audio and visual files (MKV; AVI; MP4; JPEG; MP3 and more), allowing you to listen to music, watch movies and view photos on your PS4 via USB or network.

SLICKER DASHBOARD NAVIGATION

As you all know, pressing the PlayStation button will take you to the dashboard, whether you're in a game, in Messages, or wherever. Rather than going from game, to dashboard, to messages, to dashboard, to game, however, you can save time by double-tapping the PS button. If you drop out of a game to check you messages, for example, double tapping will take you back into the game. Double-tap again and you'll go back to messages rather than having to go through the dashboard.



MOTION TYPING

We're guessing most of you know that you can type with the DualShock 4's touch pad, but we reckon less of you are aware that you can also type using the controller's accelerometer. If you want to do that, just press R3 once the keyboard is open and type away.

SPEED UP YOUR PS4

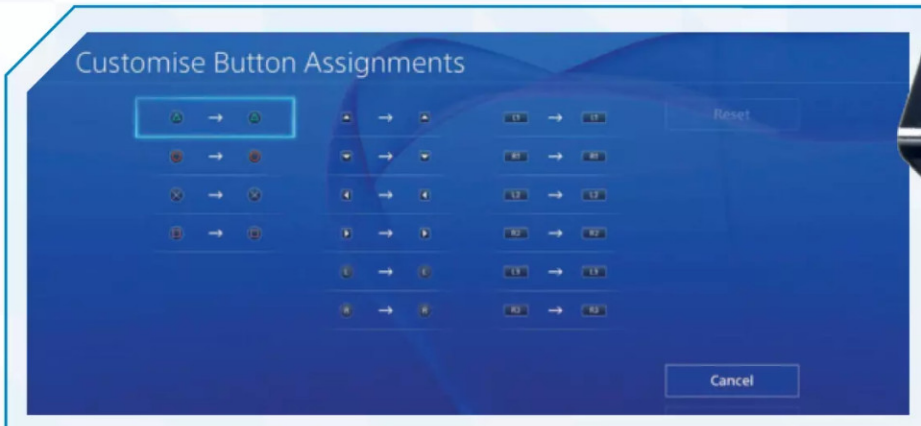
You're probably aware with the process of defragmenting a PC hard drive to improve performance, but did you know there's something of an equivalent on PS4? There are some people who say they do it every one or two weeks and that it enhances the PS4's performance. We're too lazy to do it that often, but if you think your PS4 is running a little slow, it might be worth giving it a go. Here's how...

1 Turn the PS4 off (by which we mean turn the power off, do not put it in standby mode).

2 Hold down the power button until you hear a two beeps in order to enter safe mode.

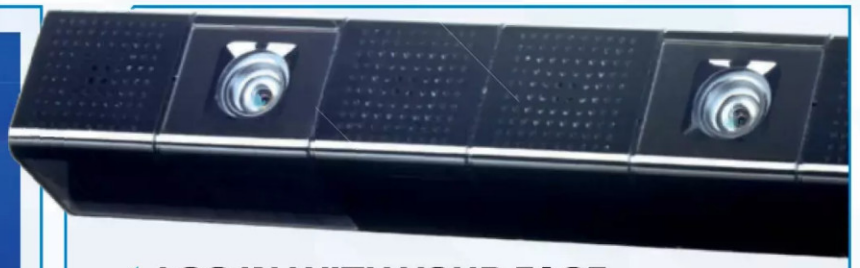
3 Scroll down to option five, 'Rebuild Database' and press X. Select Yes to continue and away you go.





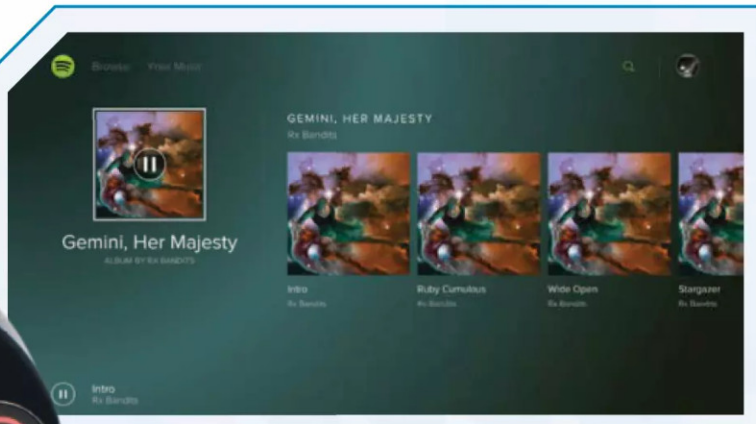
MAKE YOUR PS4 MORE ACCESSIBLE

Added in Firmware update 2.50 was the option to remap the DualShock at a system level, as opposed to just in-game, meaning that the changes will be implemented throughout every game you play. So, if for you still find yourself pressing X to cancel ever since playing *Final Fantasy VII* in 1997, you can now fix things by swapping X and circle around. More importantly, the ability to remap is a big deal for disabled gamers who can now switch up controls to make things more accessible. Speaking of accessibility, for those with visual impairments, the PS4 has an option to invert colours and increase text size.



LOG IN WITH YOUR FACE

If you've only recently picked up a PlayStation Camera, you might have missed the fact that you can set it up to log you in automatically to your PS4 via facial recognition. If you want to set it up, head over to Settings. Select 'User' and then 'Login Settings' and you'll find the option to enable facial recognition.



MIX BLOODBORNE WITH CARLY RAE JEPSEN

Music Unlimited is now gone, to cries of sorrow from no one. In its place, we have the far superior Spotify – an excellent addition to the PS4, particularly if you're already a premium subscriber. Perhaps the coolest thing about the app is that you can use it to play music while you're in-game and can use your phone or tablet to control it while doing so. Some games are set up to mute their own soundtrack while your playing music via Spotify – *Bloodborne* for example, will know if you're trying to cut your way through Yharnam to *Call Me Maybe* – but others require you to manually turn off the BGM.

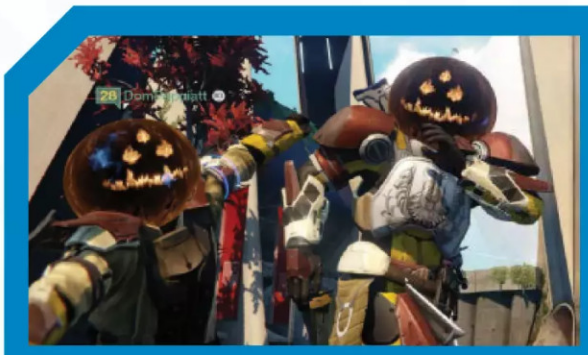


www.imagineshop.co.uk



EDIT YOUR OWN VIDEOS

When it launched, the PS4's video editing options were barely existent. Since the addition of SHAREfactory, that's all changed. If you've not used it, SHAREfactory is a simple and surprisingly flexible tool for editing and sharing your videos. We reckon many of you will at least have given it a look when it first released, but since then, it's had updates adding new features and themes. Also, Yoshida stickers.



HEY! LISTEN!

Some games simply go hand-in-hand with Spotify, so here are a few examples to try out...

DESTINY

There are times in games like *Destiny* where you have to submit yourself to the torture of grinding. In those testing moments, a playlist of your music can help ease the torment and make things a little less dull.

ROCKET LEAGUE

If you're playing games like *COD*, there's a risk that listening to your own music could end up with you missing out on telltale footsteps. In *Rocket League*, sound isn't as important, so it's a perfect multiplayer game to play with Spotify.

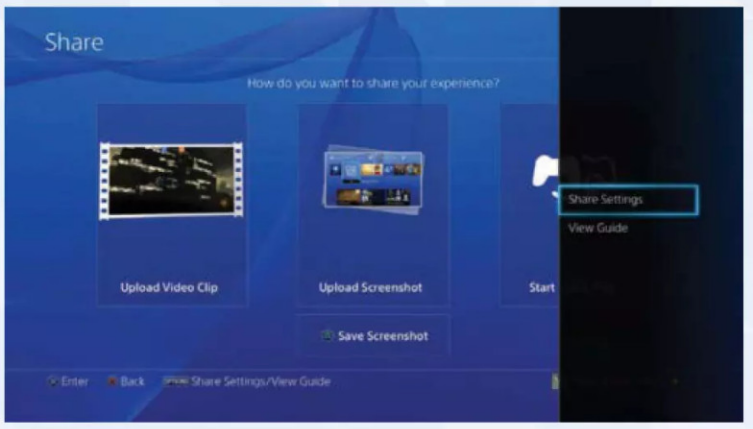
BATMAN: ARKHAM KNIGHT

The Dark Knight Rises soundtrack is available on Spotify. This means that you can play *Batman: Arkham Knight* while listening to the Hans Zimmer's soundtrack of *Dark Knight Rises*. You should definitely try this...

CAPTURE EASIER SCREENSHOTS

In our opinion, the default setup for the PS4's Share functionality isn't the best one. If you head into the Share menu, press Options and then select 'Share Settings', you can change the button configuration to Easy Screenshots. In this mode, pressing the Share button once will take a screenshot, making it far easier to catch a specific moment than in the standard mode where you have to hold the button down.

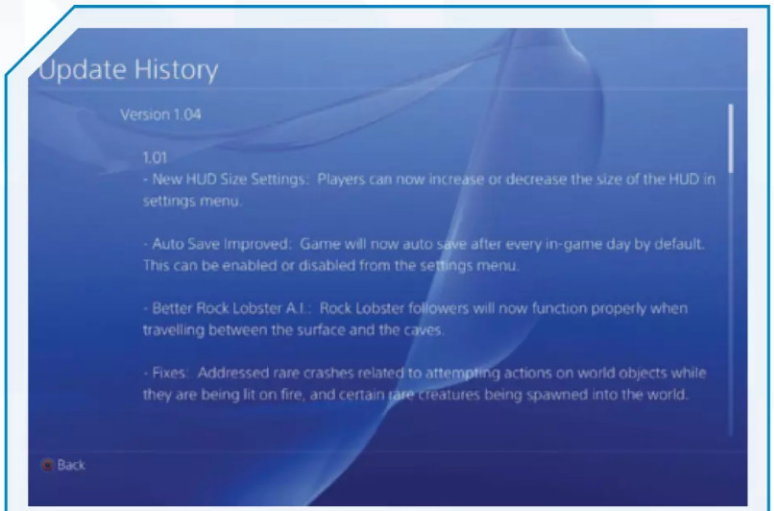
If you want to start recording from a particular point, Sony added a feature whereby double-tapping the Share button will set a new video start point. Some people seem to be under the impression that this means the PS4 no longer holds your recent gameplay in its memory, but that's not the case. If you want to capture something after it happens, go to the Share menu and press Square to save up to the last 15 minutes of gameplay.





TALK TO YOUR PS4

Some people are under the impression that the PS4's voice command feature only work if you've got a PlayStation Camera. Not so. If you've got a headset with a microphone, you can use it for voice commands to do everything from starting up games to capturing screenshots.

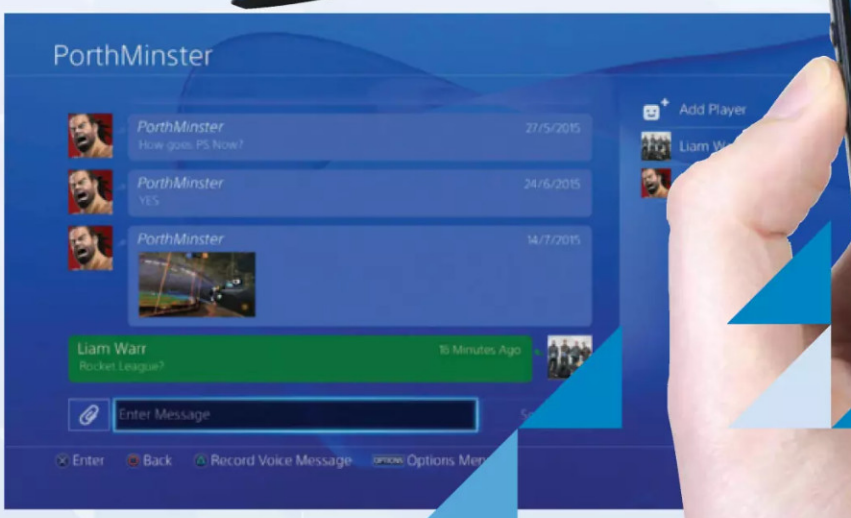


LEARN WHAT'S CHANGED

Ever wondered whether a patch has fixed an issue that's been doing your head in with a game? Or just curious about what changes a developer has been making? Well, you can check. All you need to do is highlight the game in question on your dashboard and press Options. Presuming the game has been patched, you should see a menu option labeled 'Update History'. Select it and you'll see the game's patch notes, detailing what's been changed.

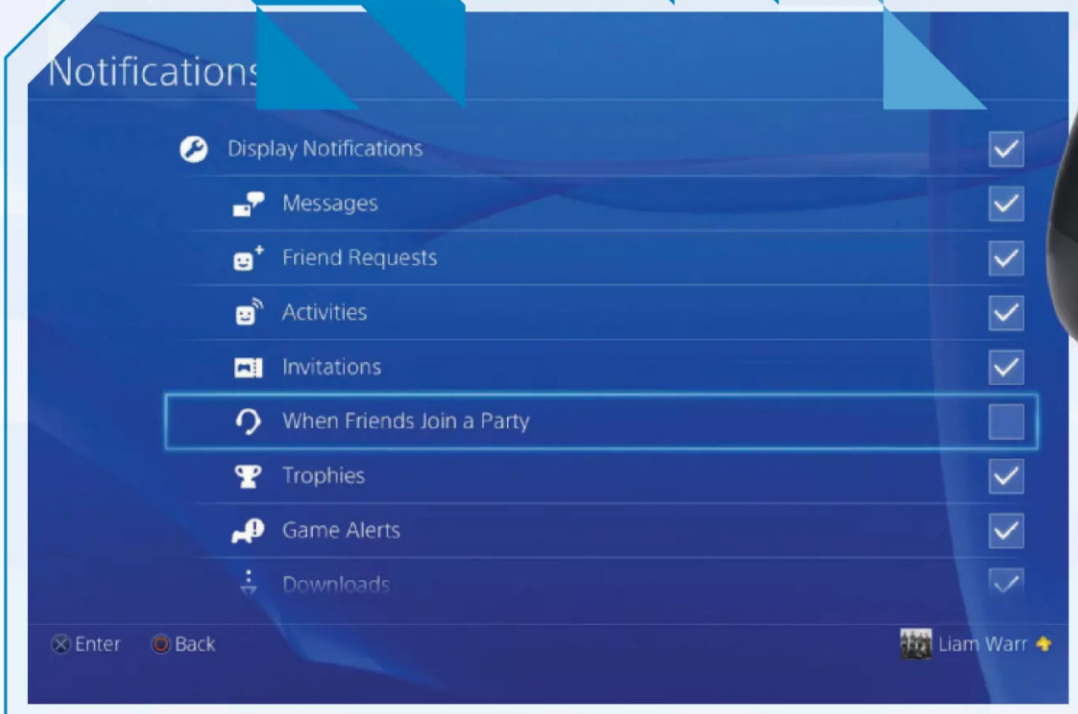
TYPE WITH YOUR PHONE

If you are someone who spends a lot of time sending messages to your friends on your PS4, this feature is a godsend. Thanks to the PlayStation app's Messages function, you can use your phone or tablet to view or send messages which is much quicker than fiddling around with using the various typing features of the DualShock 4.





www.imagineshop.co.uk



AVOID BEING PESTERED

The scourge of every PS4 player is those persistent notifications that pop-up whenever anyone on your friends list joins a party. Thankfully, you can turn them off.

Head into Settings and select 'Notifications'. You'll see a 'When Friends Join a Party' box. Uncheck it and your PS4 will stop pestering you with those pop-up windows.



MAKE YOUR CONTROLLER LAST LONGER

We'll be honest; the battery life on the DualShock 4 isn't great. There is a way that you can extend it, however – by adjusting the brightness on that power-sucking Light Bar. Here's how you do it.

1 Hold down the PlayStation button for a few seconds to bring up the device settings menu and then select 'Adjust Devices'.

2 You'll then find 'Brightness of DualShock 4 Light Bar' as an option. Select it.

3 Whack the brightness down to 'Dim' and you'll save yourself some valuable energy.



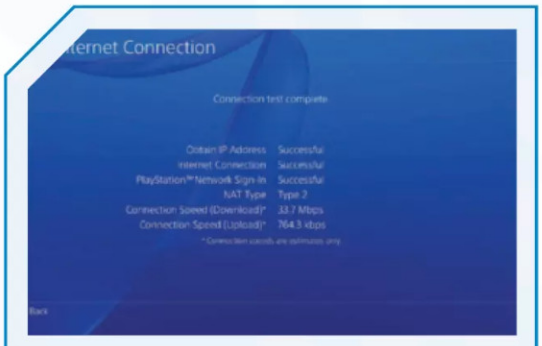
CHARGE WHILE RESTING

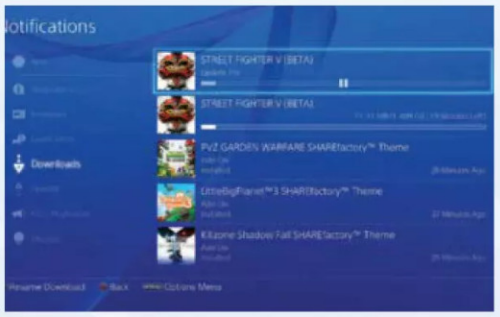
While we're on the subject of the PS4 controller's battery life, it's worth knowing that you can charge the DualShock 4 while the PS4 is in Rest mode. You need to set up your PS4 to do it, though. These are the steps you'll want to follow.

1 Go into the Setting menu and select 'Power Saving Settings'.

2 Make your way down to the 'Set Functions Available In Rest Mode' option.

3 Turn on 'Supply Power to USB Ports'. Now you can charge stuff with your PS4 in Rest Mode.





SPEED UP DOWNLOADS

It might have passed you by that Sony has patched in the ability to pause downloads since the PS4's release. It's a surprisingly useful feature, allowing you to prioritise content as you see fit. In addition, there's an odd quirk with the pause feature where stalling a download then restarting it can actually improve download speeds.





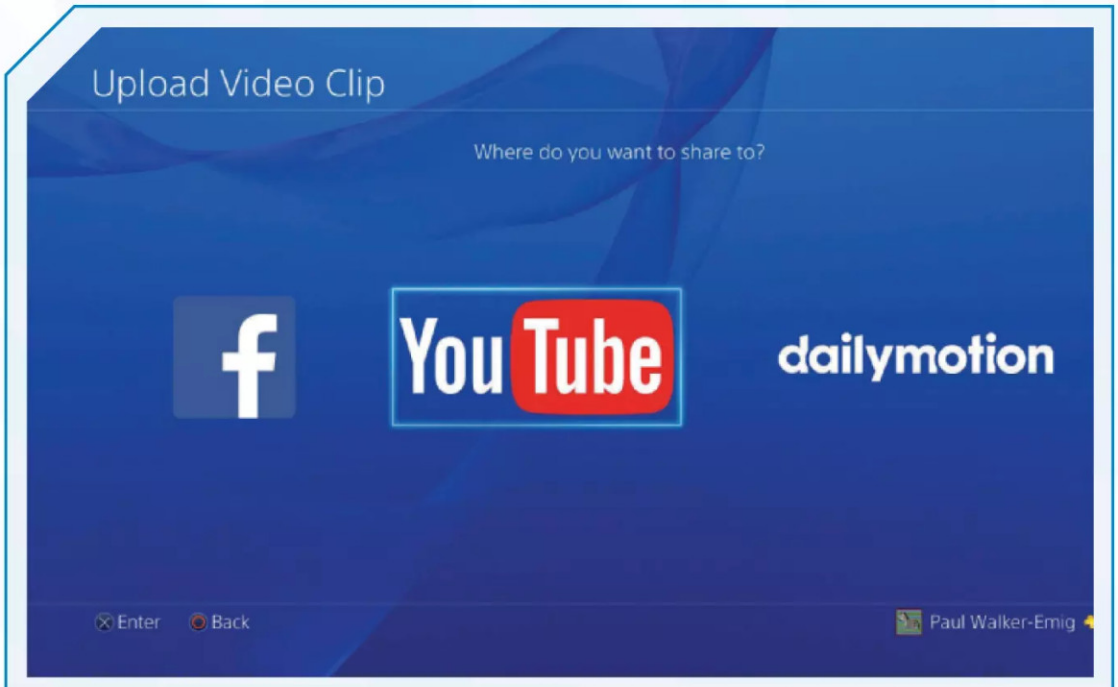
GET MULTIPLAYER GOING

If you've only got one DualShock 4 controller and want to play some local multiplayer games, you don't *necessarily* need another PS4 controller. If you've got a Vita, or even some old PlayStation Move controllers that you bought for your PS3, then both will work as decent alternative controllers.



STOP YOUR CONTROLLER SHOUTING

If you're playing with the volume low, trying to keep quiet to avoid disturbing other people, the last thing you want is your PS4 shouting at you through the DualShock 4's speaker, as it likes to do when your playing the likes of *inFamous* or *Shadow Of Mordor*. Even if that's not the case, sometimes it can just be annoying. If you want to turn it down, hold down the PlayStation button to bring up the devices menu, select 'Adjust Devices' and then 'Volume Control (Speaker For DualShock 4)'. You can then turn it down, or off entirely.



UPLOAD STRAIGHT TO YOUTUBE

Let's face it, when you decide to upload a video from your PS4, PSN and Facebook aren't the most likely destinations. When the PS4 launched, however, those were (frustratingly) the only options. Thankfully, Sony has since seen the error of its ways and updated the PS4 to allow you to upload videos to the place we all actually want to: YouTube.



ENTERTAIN YOURSELF

There's now a respectable selection of video streaming services on the PS4. Given that all of these are lumped together in the TV & Video folder, it can be easy to miss new additions, especially if you only tend to use one or two of the services and navigate straight to them. Have a browse through some of the niche stuff and see if you can find something new and exciting.

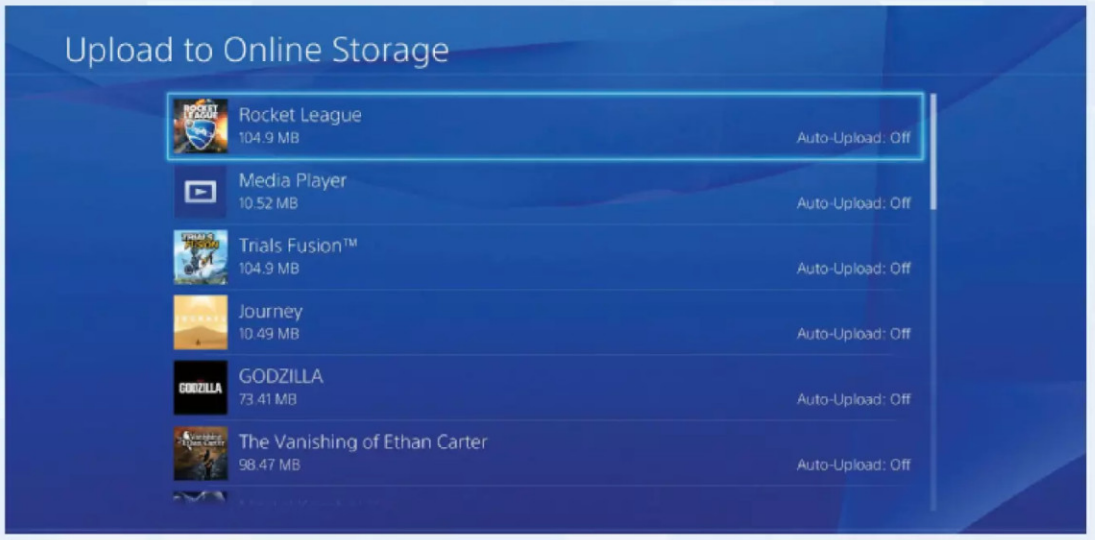




www.imagineshop.co.uk

GET YOUR SAVES ANYWHERE

If you're worried about losing save data, the cloud backup service that's available to PS Plus subscribers is a godsend. Thankfully, it's also pretty flexible in how you can use it. You can upload saves manually as a one off if, for example, you want to continue playing a game over at a friend's house. If that's going to be a regular thing, you can set the PS4 up to auto-upload saves for that particular game. Finally, you can just set the PS4 to auto-upload all your save games to the cloud. Just be aware that you might fill up that space relatively quickly if you do.



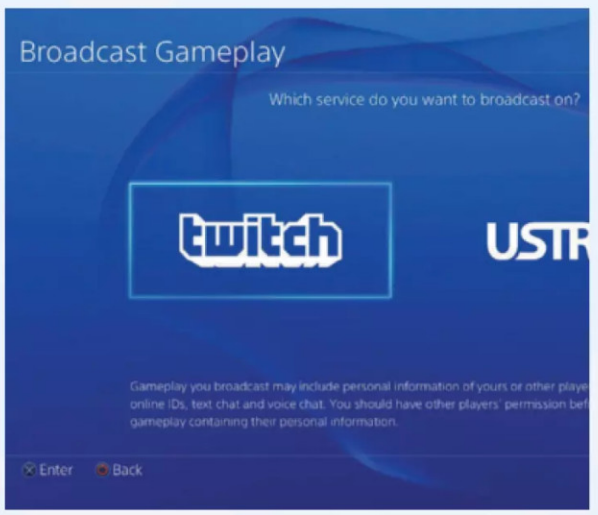


PLAY PS3 GAMES ON YOUR PS4

PS Now – a service that lets you stream PS3 games to your PS4 – is now in open Beta. You can either rent games individually for a limited amount of time, or there will be a subscription model that will give you access to everything in the PS Now Library. Granted, at the moment there isn't a massive catalogue of games to play, but we are pretty sure that there will be loads more games coming to the service in the near future. We just hope that the rental prices drop a little, it's a little bit too high for what they are at the moment.

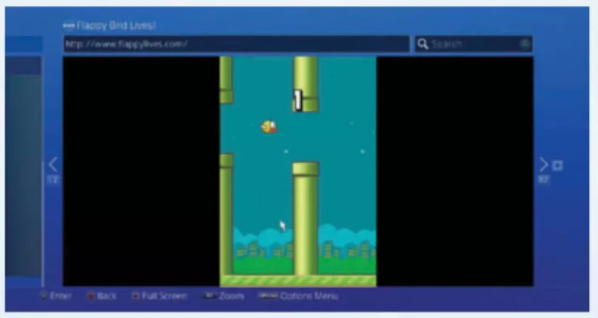
STREAM YOUR GAMEPLAY

It's easy to stream gameplay to Twitch or Ustream via the PS4. Just hit the Share button to bring up the menu, select Broadcast Gameplay and then it's simply a question of logging into whatever account you want to stream to. Sony's made a few improvements since the PS4 launched too. For one, chat now appears on the side of the screen, as it does on the Twitch site, rather than along the bottom.



PLAY FLAPPY BIRD ON YOUR PS4

The PS4 lacks Flash support, but it does support HTML5. Point the PS4 browser at www.playboxie.com and you can play games such as *Flappy Bird*, *Tetris* and *Cut The Rope* for free.





EVERYTHING YOU NEED TO KNOW ABOUT

UNCHARTED 4 A THIEF'S END

Paul Walker-Emig hunts down a treasure trove of detail on the PS4 exclusive set to blow the competition out the water



1 TROUBLE IN PARADISE

After tracking down the lost city of Ubar, surviving gunfights and taking out Marlowe in *Uncharted 3*, Drake finally decided that it was time to settle down, reconciling with his on/off love, Elena Fisher. Their domestic bliss hasn't lasted all that long, though. Three years down the line, Nate finds himself pulled back into the life of thievery and adventuring. If Elena's appearance at the end of the extended E3 demo is anything to go by, he's not been entirely forthcoming about what he's gotten himself into.

2 IT'S A FAMILY AFFAIR

To a large degree, the return of Drake to his adventuring ways can be attributed to the re-emergence of his brother, Sam. Why Nate had believed Sam to be dead, why he disappeared, what's caused him to return and how he's persuaded his sibling to return to a life of getting shot at while hanging off things isn't clear. Getting the answers to those questions and learning about Sam should be one of the more interesting elements of the game's story. We can't help but wonder if there is a betrayal on the cards...

3 THE KING OF PIRATES

Every *Uncharted* needs some kind of mythical treasure for you to hunt down; this time around, we will be after the fabled treasure of Henry Avery, the 'king of pirates'. Avery (or Every, as it was alternatively spelt) was a real pirate at large in the late 17th Century and was responsible for what is said to be one of the largest hauls in pirate history – the capture of Ganj-i-sawai. Naturally, *Uncharted* has embellished his tale a little, making him a literal king of a legendary pirate utopia.

4 FINDING PIRATE UTOPIA

Libertalia exists in fiction as a pirate utopia, but in *Uncharted*'s universe, it was a colony founded by Avery. Drake pins Libertalia's location to Île Sainte-Marie off the coast of Madagascar – in gameplay footage, we've seen Drake making his way through the jungles of the island in search of Libertalia.

5 IT'S ALL CHANGE

There have been some changes behind the scenes at Naughty Dog with Amy Hennig, who wrote and directed the first three *Uncharted* games, moving on to Visceral Games. It's a shame to see her go, but with *Uncharted 4* being headed up by Bruce Straley and Neil Druckmann, the duo who directed and wrote *The Last Of Us*, *A Thief's End* is in good hands.

6 CLIMBING IS IMPROVED

Don't get us wrong, *Uncharted*'s not about to become some kind of a climbing simulator, but it does look there's a little more to climbing in the series' fourth mainline entry. For one, it seems like there's freedom as to what routes you can take to get where you need to go. How open the game will prove to be in practice is another matter entirely, but it would be cool to see a bit more flexibility in a series that's traditionally been incredibly linear.

7 THE GRAPPLING HOOK IS AWESOME

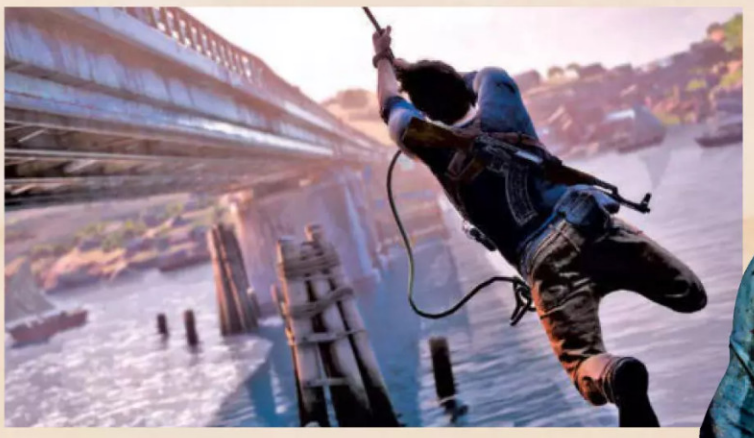
What we've learnt about Drake's new grappling hook is that when you use it, something awesome happens. Take Drake leaping from a platform as a grenade explodes behind him, tossing the grapple out to an overhanging log and swinging round in a sweeping arc to land on an enemy, before catching the gun the now-unconscious foe dropped on impact in mid-air as an example of the badassery you will be pulling off.

8 KING OF SET-PIECES

While there have been suggestions that some sections of *Uncharted 4* will be more open than in past games, that car chase in the E3 showcase is an indication that the game will still have the linear, blockbuster set-pieces that *Uncharted* is famed for. We're all for that, because we've got nothing against linearity when it leads to these kind of spectacular sequences that Naughty Dog does better than anyone else out there.



△○×□ We still can't decide if we trust Nate's brother. Look at him, scheming in the background...



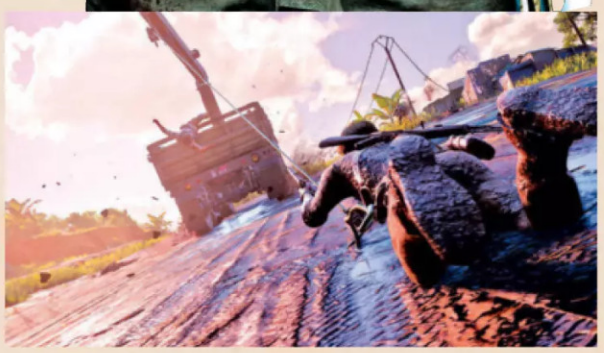
△○×□ Drake's new grappling hook is one of our favourite additions to *Uncharted 4*.







△○×□ We recognise that look. That's the look of someone who's just seen *Uncharted 4*'s gameplay for the very first time.





9 IT'S GOING BIG

One of the more intriguing changes that Naughty Dog has been gesturing towards with *Uncharted 4* is larger, more open combat arenas. That first *Uncharted 4* gameplay reveal showed an area that looked like it greatly increased the possibilities on offer by virtue of its size. We saw Drake climbing above and below his enemies, using his mobility to remain incognito, or escape gunfire.

10 THE GAPS ARE GONE

The desire to smooth out the transitions looks to be a key part of *Uncharted 4*. In past *Uncharted* games, it very much felt like you would play 'a platforming bit', followed by 'a stealth bit', or a 'combat bit'. Here, it looks like Naughty Dog is trying to ensure that there's no division. Platforming and climbing now appear to be a vital part of Drake's arsenal when dealing with enemies – whether hiding from them or engaging in gunfights.

11 AVERY'S YOUR SHADOW!

There's a quote that appears in the *Uncharted 4* E3 trailer, it reads: "I am a man of fortune, I must seek my fortune." It's a quote from Avery and, according to Naughty Dog, mirrors what's going in with its protagonist. After all, what is Drake if not a man of fortune, seeking fortune? Naughty Dog has suggested that Nate is trying to compensate for something inside him that's lacking.

12 TIME TO BUCKLE UP

When it comes to vehicles in *Uncharted* games, we've usually been resigned to riding shotgun. In this game, though, we know that Drake's now going to be getting behind the wheel. Naughty Dog has also indicated that this won't be the only time you'll be in control of a vehicle. Cue fantasies about Drake chasing scrumpers through Somerset in a tractor. Don't let us down, Naughty Dog.

13 THE DETAIL IS INSANE

When it comes to getting the most out of Sony's hardware, no team is better than Naughty Dog and *Uncharted 4* is looking ridiculously good. Take the way that dirt collects on Drake's clothes and skin as he's dragged through the mud, or the fact that when he pulls his gun, it's got mud on the tip and handle, but not where it was covered by the holster. The attention to detail is staggeringly good.

14 THE PHYSICS ARE AWESOME

Alongside the fancy particles flying everywhere, you'll also notice that there are always objects getting knocked about the place in *Uncharted 4*, whether its pineapples in the market being knocked off a shelf by gunfire, or barrels being sent skyward by an armoured truck. What's particularly impressive is that these aren't canned animations, but are physics calculations happening in real time.

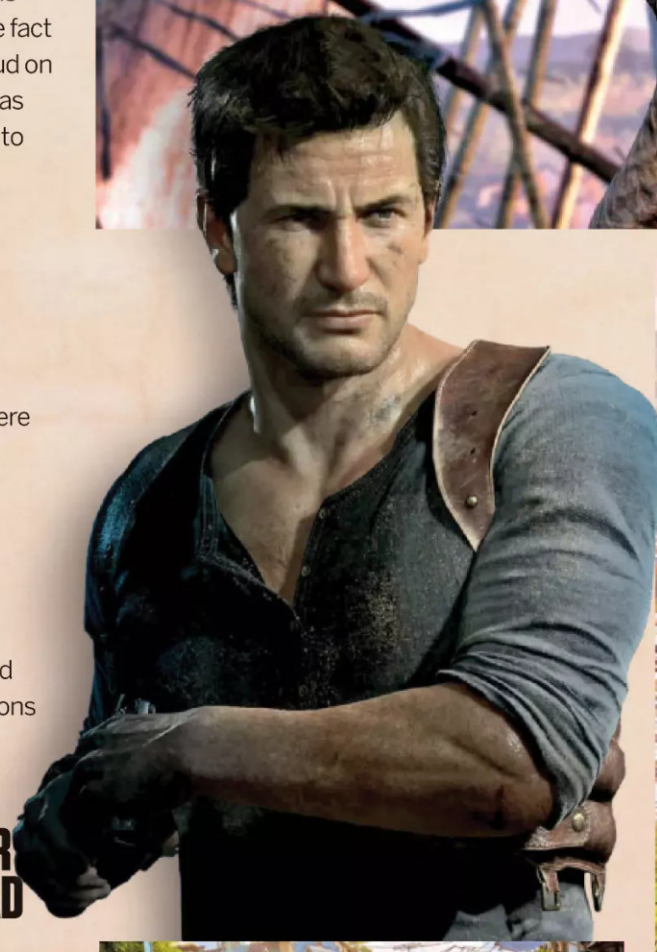
15 ROSS AND ADLER WANT YOUR HEAD

The antagonists in *Uncharted 4* are Nadine Ross and Rafe Adler. Ross owns a private security company based in South Africa (hence all those South African accents we've heard in gameplay demos) and she's partnered up with Adler, a treasure hunter, to track down the prize that our heroes are after. That means conflict and lots of people who want to see Nate, Sam and Sully dead.

16 IS THIS A FILM?

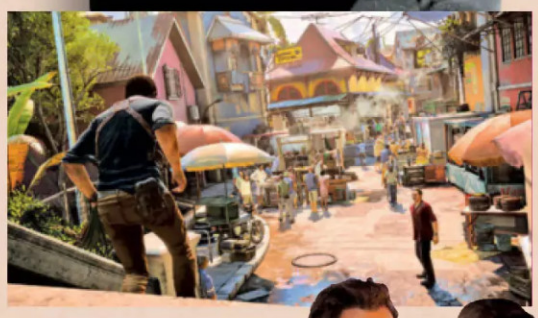
We'd say that Naughty Dog's cinematography is better than most Hollywood blockbusters. The scene is which Nate and Sam are speeding on a motorbike, doing their best not to be crushed by the vehicle that's chasing them down is a example of that. The armoured vehicle is always the focus of the scene, adding a certain intensity to the chase and we can't wait to see more.





△○×□ Looks like *Uncharted 4* is adding high-speed car chases to its cinematic playbook.





△○×□ That poor guy is probably going to have to clean up the mess those smug bros have left behind.



"THE ATTENTION TO DETAIL IS STAGGERINGLY GOOD"

www.imagineshop.co.uk













HIGHLIGHT REEL

We pay homage to the most spectacular and nail-biting moments in Uncharted history



FIRST CLASS

Arguably the most famous set-piece in *Uncharted* history is the train sequence from the second game. You actually start *Uncharted 2* hanging precariously on a train that's draped off the edge of a cliff and must scramble your way up to the top as pieces of the train collapse around you. Later on in the game, you find yourself playing through the sequence of events that led to that crash, fighting your way to the front of the train as if travels through forests, alongside rivers and along mountain edges while Drake is shot at by goons, punched in the face and occasionally has to deal with helicopters firing rockets at him.



GOING DOWN

When it comes to spectacle, the scene where you move through an battered ship in *Uncharted 3* is one of the best. Escaping from the ship as it sinks, turning the geometry upside down is a thrill.



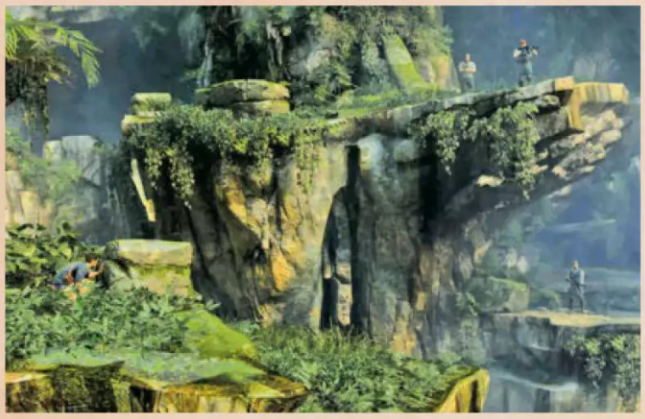
HOTELICOPTER

As if surviving a collapsing hotel while being shot at by a helicopter isn't enough, you've then got to take out said helicopter from the rooftops. This intense set-piece is one of the standout moments from *Uncharted 2*.



MINIMALIST SKYDIVING

One of the iconic moments from *Uncharted 3* is when Drake is hanging from the back of a plane, and rightly so. The scene climaxes with the plane exploding and with Drake forced to improvise.







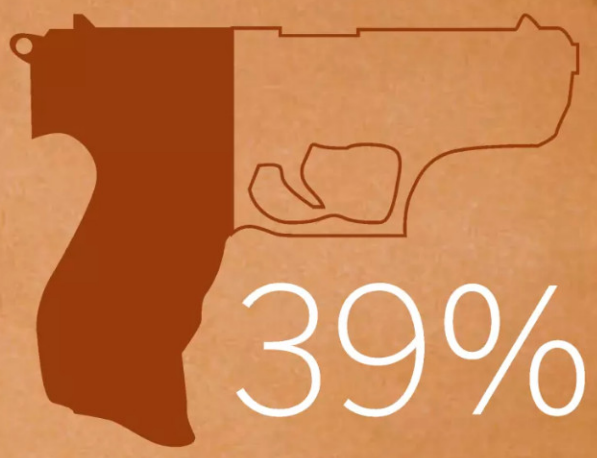
△○×□ Drake's mum would have a fit if she saw the boys riding without helmets.

UNCHARTED BY NUMBERS

Online data for U3 shows some impressive figures...



PARA 9
is the most accurate weapon at



39%

PLAY REVIEW SCORES



17 IT SOUNDS FAMILIAR...

Naturally, Nolan North is returning as the voice of Nathan Drake, alongside Richard McGonagle as Sully and Emily Rose as Elena. Sam had been set to be played by Todd Stashwick, but Naughty Dog decided to make a casting change. Who is playing Sam now? Of course it's the man who is doing his level best to appear in every videogame possible (it's only a matter of time before he finds a way to retroactively insert himself into every game ever released), Troy Baker.

18 COVER IS DESTRUCTIBLE

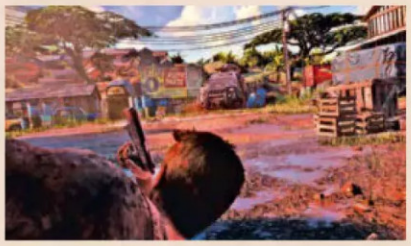
Something that's been highlighted in the *Uncharted* footage we've seen since its reveal is that fact that much of its cover is destructible – that applies to wooden constructions that break down from gunfire, through to sandbags that leak when pierced by bullets. *Uncharted* is a game that's at its best in motion, so it makes perfect sense to implement a mechanic like this that's going to force you to keep on the move.

19 IT WILL HAVE MULTIPLAYER

Naughty Dog has confirmed that *Uncharted 4* will have multiplayer. If we're honest, multiplayer is not the reason we like *Uncharted*, but it's still a great option to have once you're done with the story. There's not yet been any detail on specific modes that will be included within multiplayer, but we're hoping to see a mix of competitive and co-operative gameplay types.

www.imagineshop.co.uk



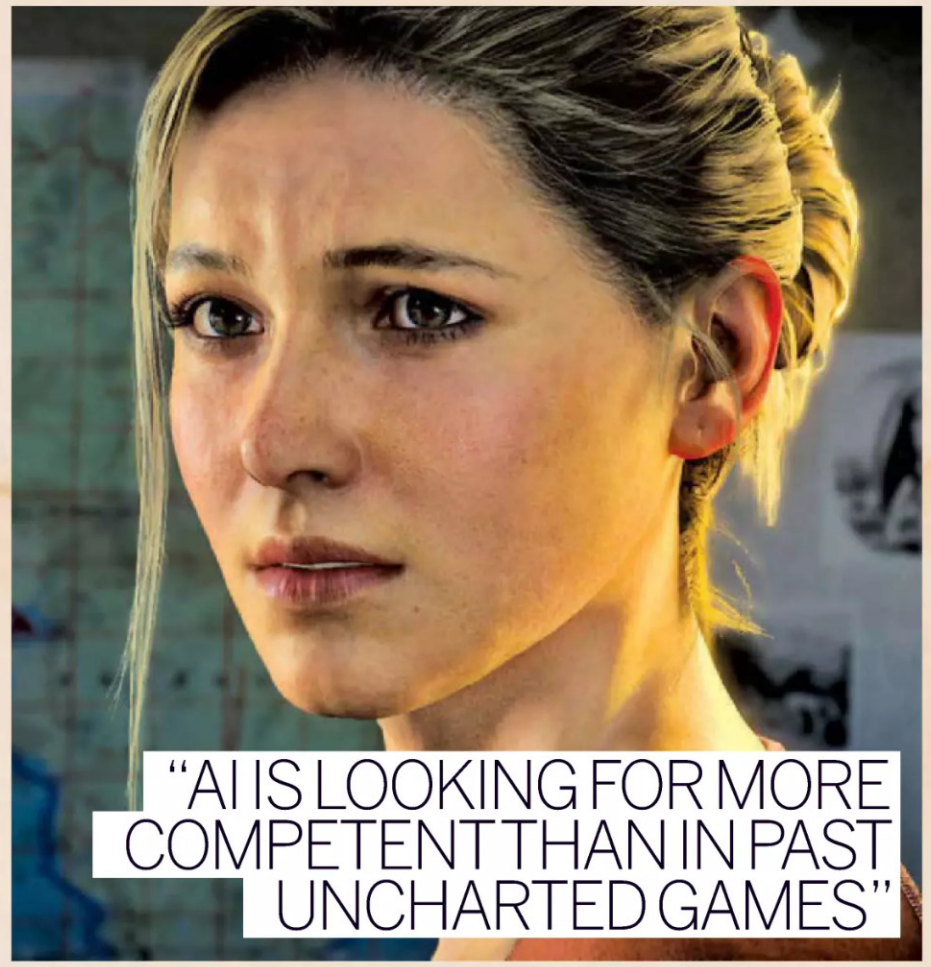




△○×□ Elena and Sully are the only returning characters we know about so far...







20 YOU CAN PLAY THE BETA FIRST

For those looking to revisit the *Uncharted* series, or those who are new to the series and want to get up to speed, Naughty Dog is releasing *The Nathan Drake Collection* for PS4. The remastered compilation will include the three mainline *Uncharted* games released on PS3. It will also come with *Uncharted 4*'s multiplayer beta.

21 IT'S PRIORITISING VISUALS

Naughty Dog had said that it was aiming at 1080p/60fps for *Uncharted 4*. It has since stated that the single-player is going to be 30fps. That's fine in our book, because we wouldn't want to see *Uncharted 4* lose any of its visual splendour chasing that higher frame-rate – it's just not necessary in a single-player campaign for this style of game.

△○×□ Sully's been saying he's "too old for this" since the first *Uncharted*. One more time, old boy.

22 IT'S LEARNT FROM THE LAST OF US

In talking about *Uncharted 4*, Naughty Dog's Bruce Straley and Neil Druckmann have suggested that they're bringing some of what they learnt from *The Last Of Us* into *Uncharted 4*. In that game, the duo said that the game's set-pieces mirrored the character arcs and what's going on in the story. They want to do the same with *Uncharted 4*.

23 IT'LL GO OFF THE RAILS

Whenever Drake goes off chasing some fabled treasure, it turns out that treasure has some kind of mystical power that the bad guys want to exploit. We don't know what the artefact in question will be in *Uncharted 4*, but we'll bet that when it starts to go all mystical, it'll be the worst part of the game, just like in past *Uncharted* games, bar *Golden Abyss*.

24 BAD GUYS ARE SMARTER

Uncharted 4's AI is looking for more competent than in past *Uncharted* games. It's got to be, now that combat sections are about more than sitting behind cover, popping out to shoot until everyone's dead. Guards will notice when you've taken one of their colleagues out stealthily, and will search for Drake whenever he disappears from sight.

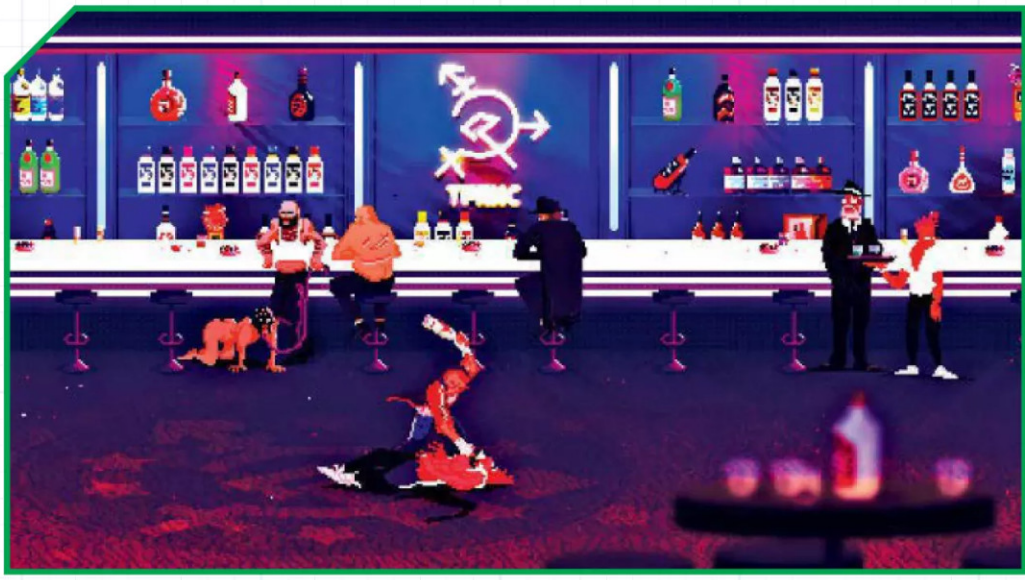
25 A LITTLE HELP FROM FRIENDS

We're generally pretty supportive of delays, because we'd rather developers take the time they need to get a game right and that remains the case with *Uncharted 4*. However, that doesn't mean it's not disappointing that a game we thought we were going to get to play on PS4 in 2015 now isn't going to be on the shelves until March 2016.

INDIEVELOPMENT

Our indie expert Paul Walker-Emig delves into the exciting, strange and intriguing world of indie development to pick out the best of what's coming to PlayStation





△○×□ *Firewatch* captures the majesty of the natural world with its superb art style and lighting.

EVER SINCE WE first saw **FIREWATCH**, we've been interested in playing it, but then we found out something that made it essential. *Firewatch* is being headed up by Jake Rodkin and written by Sean Vanaman, the duo that wrote the first season of *The Walking Dead*. You can understand, given how excellent *that* game was, why that's made us even more eager to play *Firewatch*. The game takes place in Wyoming in 1989, with you taking on the role of Henry, a fire lookout assigned to a watchtower in the Shoshone National Forest. Your tower is raided while you're out on patrol, leading you to head off into the wilderness to find out who is responsible. Along the way, you'll start finding clues that indicate there is something mysterious going on, providing the impetus for further exploration. While roaming the stunning landscapes of *Firewatch*, you'll be in contact with your supervisor, Delilah, via walkie-talkie. Depending on how you decide to respond to Delilah while conversing with her (as well as the choices that you make in the game), the nature of your relationship with Delilah can be altered. We're not sure exactly what that'll mean for the game's story, nor what the mysterious goings-on that developer Campo Santo has hinted at refer to, but we're eager to find out when the game hits PS4.



From the beautiful to the brutal, **MOTHER RUSSIA BLEEDS** is a game that wears its influences on its bloodied sleeve. Mechanically, the game is a side-scrolling beat-'em-up in the vein of *Streets Of Rage*. You can also see a bit of *Hotline Miami* here, too, in that the game is incredibly violent and is set to a pulsating electronic soundtrack. Talk of 'game-altering psychedelic twists' only solidifies the idea that *Hotline Miami* is a reference point for this title. Presumably, those 'psychedelic' sections are related to the fact that you play as a character with a crippling drug addiction out to get revenge in an alternate history version of the USSR. You also need not undertake the violence alone, with the game supporting up to four players. If it's as stylish and intense as impressions suggest, you can bet we will be doing everything we can to get three other friends on board.

Seeing as we're already working with comparisons, we'll follow the same path in describing **RONIN**, a game in which you play a motorcycle helmet-wearing ninja assassin with a samurai sword straight out of *Kill Bill*. The game also mixes real-time and turn-based gameplay in a similar way to *Transistor*. Perhaps the most obvious comparator for *Ronin*, however, is *Gunpoint*. Not only are they visually similar, but both



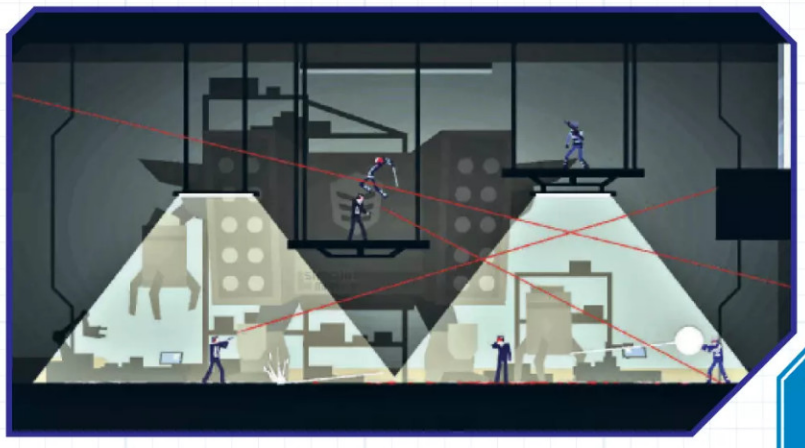


are based around an arcing leap, the trajectory of which visualised on screen, that allows you to jump through windows, onto ceilings and atop enemies. That's a bit unfortunate for *Ronin*, because being compared to the excellent *Gunpoint* doesn't do it any favours. Still, once we started to get our head around *Ronin*'s combat system, we did start to have fun. With upgrades adding complexity as you progress through the game on a path to assassinating your targets, we can see potential for the game to flourish.

Returning to a game that's got its influences in the past, **CROSSING SOULS** is going to be an absolute delight for anyone who grew up in the late Eighties and early Nineties. The game's got the feel of a *Goonies*-esque film about it, with a group of children finding a magic stone. Cutscenes are rendered in an incredibly evocative cartoon style that comes complete with VHS-style tracking lines that instantly elicit pangs



△○×□ Red beams indicate where the enemy is going to fire on their next turn. Here's a pro tip: get out the way.



"CROSSING SOULS IS GOING TO BE AN ABSOLUTE DELIGHT FOR ANYONE WHO GREW UP IN THE LATE EIGHTIES"





△○×□ The visuals in gameplay and cutscenes are reminiscent of the TV and videogames of that era.

of nostalgia. In-game, *Crossing Souls* is equally beautiful, though here it uses a pixel art style that's referential of games of the era than it is its television. Each of the game's five characters has abilities and weapons that they can use in battle, or to solve puzzles, some of which seem to involve using that magic stone to switch between different realities. You might be chucking out a stink bomb to distract your elders one minute and fighting Neanderthals the next – a range that speaks of the way that *Crossing Souls* seemingly captures the spirit of childhood, from pranks and play, through to adventures founded on limitless imagination. We're won over by what we've seen of *Crossing Souls* so far and can't wait to see more. If the same craft that's gone into creating its visuals and atmosphere is applied to combat and puzzle design, then we could have something very special on our hands.

FUNDED

ON A ROLL

PLATFORMS: PS4, PS3
ETA: SEPTEMBER 2016



With *Tony Hawk's Pro Skater 5* looking worse every time we see it, the closest thing we're going to get to a decent skateboarding game in the near future may be *On A Roll*. Okay, so it's actually a rollerblading game, but it's got half-pipes and grinds, so it'll have to do. The game's looking good, with development already in an advanced stage, despite it being a Kickstarter project. It'll be intriguing to see if this one-man project can best *THPS*...

WISHLIST

WESTERADO: DOUBLE BARRELED



There aren't enough good Wild West games out there for our liking, hence the reason that we've added *Westerado* to our wishlist. You family is murdered at the beginning of the game and you've got to head out into the world to find the culprit and get your revenge (the guilty party is different every time you play). You'll be free to roam this homage to spaghetti westerns as you please, choosing whether to resolve your issues with words, or your trusty six-shooter.

IF YOU LOVE...

BATMAN: ARKHAM ASYLUM



It couldn't be more different in tone, but if you love the structure of *Arkham Asylum*, check out the excellent *Guacamelee*.

THE FOUR HORSEMEN

An all-star casts plays the roles of this band of miscreants that you'll be leading through BLOPS III's zombie apocalypse



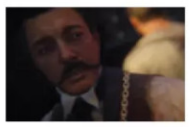
THE BOXER

Ron Perlman will be playing the boxer. He punches things. He's also packing a pair of brass knuckles.



FEMME FATALE

Or course there's a femme fatale in this noir-influenced world, here played by Heather Graham.



THE MAGICIAN

As well as having a curly moustache, the magic man is a knife expert and is played by, uh, Jeff Goldblum.



THE COP

As you probably guessed by now, the cop being played by Neal McDonough isn't straight down the line.

ETA 6 NOVEMBER | **PUB** ACTIVISION | **DEV** TREYARCH | **TWITTER** @CALLOFDUTY

Call Of Duty: Black Ops III

Activision wants your brains

PS4

ALSO COMING TO PS3

YOU'VE ONLY GOT to wait a few days for your first shot at *BLOPS III*. That is, if you've pre-ordered the game for the PS4. The beta will start on 19 August and run through to 23 August, giving us our first taste of what to expect from *BLOPS III* multiplayer.

Go check out our YouTube channel (PlayMagUK) after the beta's done and we'll give you our thoughts on what we've seen. But in the meantime, let's talk about something that we can't experience in the beta: zombies.

When it has appeared, Zombies mode has always been the most ostentatious part of *COD*, a place where the game's developers can let loose, forget all that deadly serious, frowny-faced war stuff and have some fun. With *Black Ops III*, Treyarch is most certainly doing that.

This year's Zombies mode is set in a fictional city during the Forties that's been put together with a wonderful film-noir-inspired style that brings to mind visions of hard-drinking detectives, jazz clubs, dirty streets and neon lights. If you're familiar with the genre, pretty much everyone always has some skeletons in the closet and Treyarch is sticking to that, describing the four characters that you can play as "lying, conniving, manipulative and selfish," each with a "long and sordid history of past misdeeds."

> "WE LOVE THE OUTLANDISH SETTING AND THE IDEA THAT WE'LL GET TO PLAY AS A BUNCH OF ARSEHOLES"

We love the outlandish setting and the idea that we'll get to play as a bunch of arseholes. What makes the mode look even more fun are the ridiculous powers that are being introduced. We don't yet know how or when you get to access it, but there is a candy machine that drops out little sweets for you and your fellow players to gobble up. Depending on which sweet you get, you will be granted with a power, presumably for a limited time. We've seen special abilities that make you invisible to zombies, allow you to disappear in a puff of smoke, killing any zombies around you, and even an ability that sees you sprout two tentacles that you can use to take down undead, *The Darkness*-style. It's incredibly silly and we applaud that.

As much as we like the direction that Treyarch is taking with its Zombies mode, however, it's never going to be the main event in our eyes. The most important thing about a *Call Of Duty* game is that the competitive multiplayer is up to standard. We're confident that *Black Ops III* will be tight mechanically – that's something that *Call Of Duty* has got right consistently – but there is a possibility that the introduction of wall-running and the like could throw a spanner if the works if Treyarch doesn't get the implementation of those new movement mechanics bang on.

www.imagineshop.co.uk

BLAST FROM THE PAST

CALL OF DUTY: WORLD AT WAR The last time *Call Of Duty* visited the WWII setting was in 2009. It looks like it'll be some time before it goes back to that well again, if ever.



△○×□ We love the style of the neon-lit city in *BLOPS III*'s Zombies mode.







△○×□ Ron Perlman punching zombies right in the kisser in a steampunk-noir setting? Well, sign us up. Sign us up *now*.

WHAT MAKES THIS GAME GREAT?

- △ The game's story campaign can be played in four-player co-op for the first time.
- □ With augmented soldiers, there's a real excuse to introduce all kinds of abilities.
- ✕ All *Black Ops III* DLC will be released on PlayStation first as a timed exclusive.
- ○ Treyarch says it is making sure control is hardly ever taken away from you.

Of equal importance is that the game's maps are structured in such a way that they make those new mechanics shine, providing a basis for gameplay scenarios and strategies that we *haven't* seen in past *Call Of Duty* games. If it doesn't do that, then all those new additions are just going to come across as gimmicks, rather than changes that make this a legitimately worthwhile entry in the *Call Of Duty* series.

And as the years go on, justifying each *Call Of Duty* as 'legitimately worthwhile' becomes increasingly difficult. *Advanced Warfare* managed it (though it was helped by the fact that it's predecessor, *Ghosts*, was an utter disappointment). We'll wait until we've had some significant hands-on time with the game in the beta before we make any judgements about whether *Black Ops III* can do it again.

Paul Walker-Emig



△○×□ There are some pretty big names on board to play the main characters in the Zombies mode.

BLACK OPS III is being developed by that crack team of special operatives at Treyarch. Check the website for more details: **callofduty.com**

ETA 2016 | **PUB** SONY | **DEV** JAPAN STUDIO | **TWITTER** @PLAYSTATION

The Last Guardian

See? The glass was half full all along...

WE'LL COME RIGHT out and admit that before E3, we genuinely thought *The Last Guardian* would never see the light of day. The game's troubled development simply rang too many alarm bells. We've been playing games long enough to see plenty of similar stories unfold and pretty much without exception, games that loiter in development hell either don't return to us or end up wishing they hadn't. Knowing what we do now, though, it must have been incredibly difficult for both Sony and the development team to keep on trucking behind closed doors in the face of so much pessimism and negativity. Shifting platforms mid-development would have made it incredibly hard to show off anything new and exciting much sooner than this year, especially considering production wasn't exactly racing along as it was. Still, it's back now and thanks to the silence on its progress, the game's re-announcement at E3 earlier in the year almost felt like the reveal of a brand new game.

We say 'almost', since there are elements of what's been shown of this new PS4 version of *The Last Guardian* that can't layer on quite enough slap to hide the wrinkles. Sharing a stage with *Uncharted 4* makes it incredibly tough to stand out on a visual level but even if it weren't for Nate and his brother, it's safe to say that *TLG* doesn't exactly look like the native PS4 title it has turned out to be. To be fair, the team's output has never really turned heads on a technical front, rather an artistic one. *Ico* was never much of a looker and *SOTC* turned into a slideshow at some points on PS2. So in that respect, the chicken-cat-dog-thing is still sitting pretty – it may not have the most ultra-realistic graphics in the universe on its side but style once again saves the day.

Some have suggested that an influx of emotionally-charged games might stand to dampen the importance or impact of *The Last Guardian*, but we'd offer a counter-argument that the opposite may in fact be true. Sure, if it had hit any kind of rational deadlines, it would have beaten games like *Journey*, *The Walking Dead* and *Ori And The Blind Forest* to the punch in delivering an experience that works the heartstrings, but that would have just landed the game in the same camp as its forebears – an inevitable cult classic but one without any real mainstream presence.

> "ON A TECHNICAL LEVEL, PS4 IS A BETTER CHOICE OF PLATFORM THAN THE ORIGINAL TARGET"

Today, indies have paved the way for this kind of game to cross over to a wider audience and between Telltale's output, *Life Is Strange* and a raft of indie releases that should come bundled with tissues, loads more players are open to the idea of growing attached to characters and situations in a way they weren't when this game should realistically have been looking at launching first time out. That same kind of experience, only with triple-A production values, is something that is better suited to today's market than any that have come before, so well done to the team for being really bloody slow at making games.

Even on a technical level, PS4 is a better choice of platform than the original target. *SOTC*'s chugging performance gave us zero confidence that *The Last Guardian* would run well on what is regarded as one of the hardest consoles to code for in recent memory, and the shift to PS4 also offers more digital firepower with which to fuel its main attraction – Trico. The strange chicken-dog that won hearts the second it first graced the screen is the real star of this show, even though you don't directly control it. Instead, you take control of a small boy doing his best to coax and tame this beast to get it to do his bidding, and this idea of not being in full control is perhaps the most interesting thing about the whole game. A puzzle solution might seem obvious but getting an unknown quantity to place the jigsaw pieces for you is going to be quite the ride, especially if the additional power of the new console helps make Trico feel like a genuine creature with its own natural agenda and logic – not being in full control will make a pleasant change and if anything, the way in which games like *The Walking Dead* have suggested that we have a degree of control will make a giant chicken getting it wrong all the more heartbreaking.

All this aside, we're just glad to welcome *The Last Guardian* back to PlayStation – it's a really interesting game and exactly the kind of exclusive Sony needs under its belt to help flesh out its portfolio. Let's just hope we don't have to wait another decade to play the damn thing.

Luke Albigés

THE LAST GUARDIAN is a thing that exists thanks to the ongoing work of the Japan Studio team. Go here for proof: **playstation.com/en-gb/games/the-last-guardian-ps4**





△○×□ Luckily, Trico has great reflexes so a huge leap like this is easy.

www.imagineshop.co.uk



△○×□ Despite being a mishmash of random animals, Trico is adorable.

A DECADE OF DREAMING

2007
Development starts on the game shortly into the PS3's life cycle. We don't know about it yet, so it doesn't exist.

2009
The Last Guardian is announced at E3 and people are quite excited. It's a new game, so it's safe to assume that it exists.

2010
New screens and footage emerge from TGS. Despite its E3 no-show, people are still happy to believe it probably exists.

2011
Project lead Fumito Ueda leaves Sony but still continues to work on the title. A few screenshots pop up. It still exists... right?

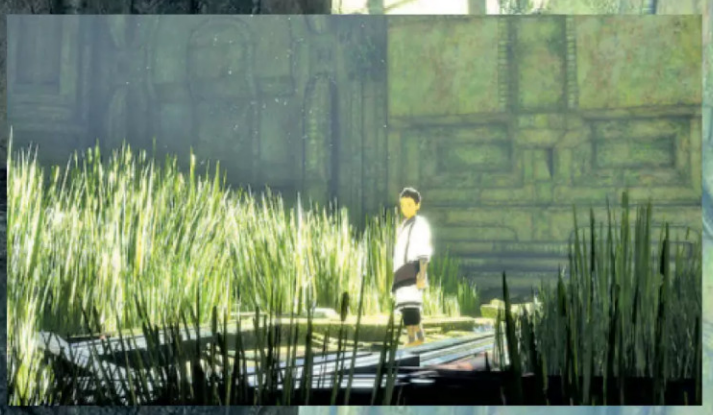
2012
Behind the scenes, development is shifted from PS3 to PS4. No public presence. Yeah, it doesn't exist.

2014
It's been too long now. Nothing at E3, nothing at Gamescom, nothing at TGS, nothing for years... it *definitely* doesn't exist.

2015
Sony's trademark on the title expires but is quickly renewed, building hope. Sure enough, it's re-announced. IT EXISTS!

△○×□ It's been a long time since we have seen Trico and our protagonist. We're glad to see them again and equally happy that they will get the technical justice they deserve on PS4.





IN THE MEANTIME...

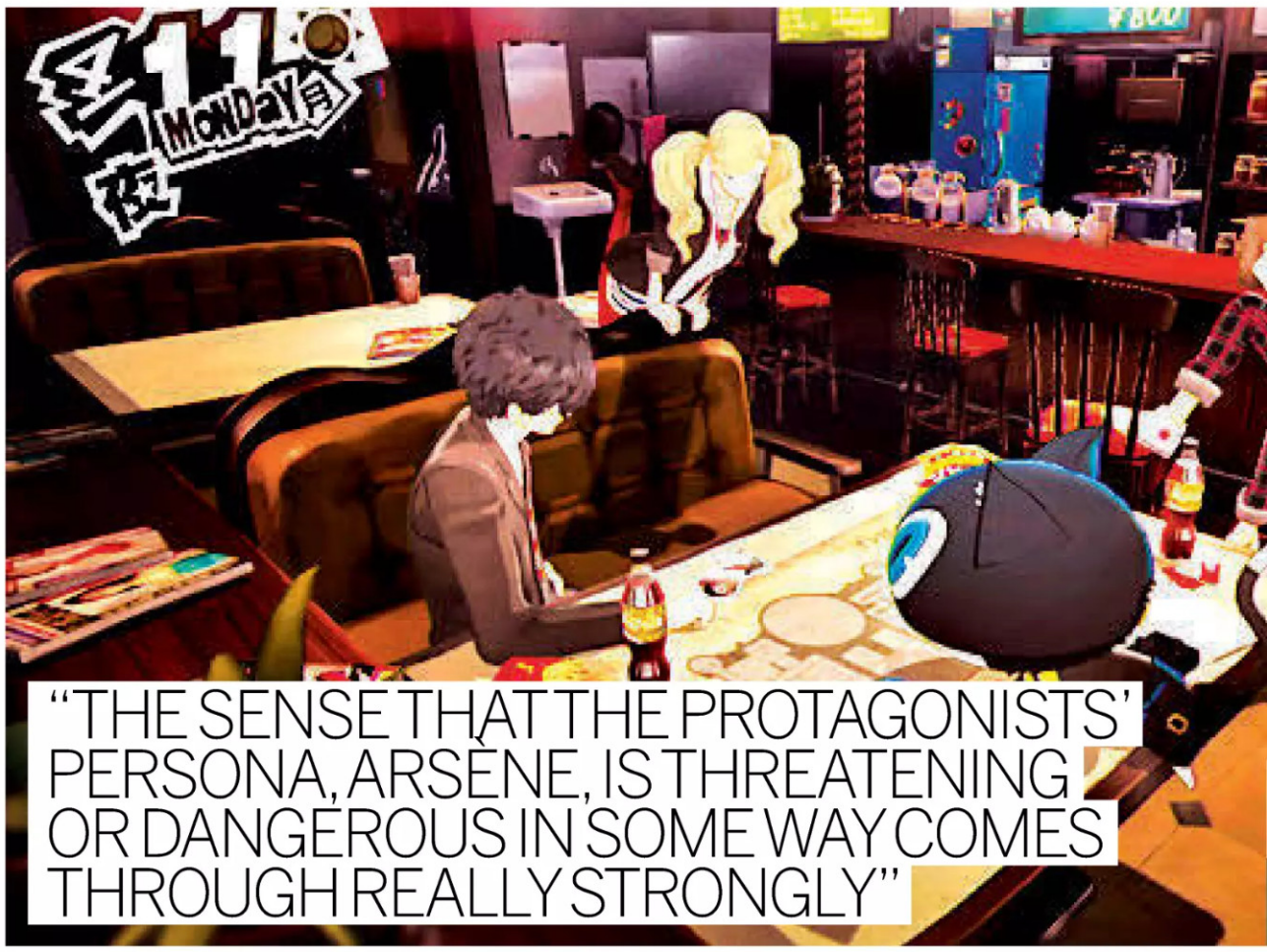
PERSONA 4: GOLDEN If you've never played a *Persona* game, do yourself a favour and grab the excellent *Persona 4: Golden* on Vita.



ETA 2016 | **PUB** ATLUS | **DEV** IN-HOUSE | **TWITTER** @ATLUSUSA

Persona 5

Arsène knows



"THE SENSE THAT THE PROTAGONISTS' PERSONA, ARSÈNE, IS THREATENING OR DANGEROUS IN SOME WAY COMES THROUGH REALLY STRONGLY"

PS4

YOU CAN TRY and squash that leaked *Persona 5* trailer as much as you like, Atlus – we've already seen it and we've made our deductions. The first thing we've noticed is that the sense that the protagonists' Persona, Arsène, is threatening or dangerous in some way comes through really strongly. That marks what's going on in *Persona 5* as a little different. Traditionally, Personas have been a source of strength for the series' characters, summoning them as they do to aid in battle. With *Persona 5*, Atlus seems to be hinting that Arsène can summon *himself*, taking over his host at will. That could add an interesting dynamic to the game's story. If our protagonist has some dangerous, uncontrollable force inside him, one that may be working towards its own goals, that's going to create some real problems.

Yet, Atlus has said that Arsène is inspired by the fictional thief Arsène Lupin and, in revealing that fact, has suggested that the game is inspired by fictions where thieves and other such rogues can be interpreted as being heroes. That would suggest that Arsène is actually a positive force. Indeed, the game has been described by Atlus as being centred around the thematic of breaking from societal norms and crossing the limits set by previous generations as a kind of self-realisation. Hence why you and your companions will be undertaking heists throughout the game. To steal what, we don't know, but we are certainly taken with the way that the game will use literal law-breaking as a metaphor to explore the concept of freedom and the process of adolescence.

Thinking back to *Persona 4*, we realise that propensity to take a philosophical and thoughtful approach to story, while blending in elements that you wouldn't think would fit with a game that perhaps sounds a little high-minded at the outset – think J-Pop, slapstick and social simulation – is one of the things that makes us love this eclectic series.

As well as rekindling memories of what we love about the *Persona* series, however, comparing *Persona 5* to its predecessor also clarifies ways in which the sequel is completely different. When you think back to *Persona 4*, it's really a game that's about restoring the status quo. Even its characters sub-plots – though they do show *some* character development – are essentially circular tales that end with each character reconciling themselves with the position they were in at the beginning. *This* game, on the other hand, is all about cutting through the stasis of the world, breaking its rules as a means of liberation, and that, to us, is a much more interesting concept, because we would much rather see characters that are in a radically different position by the end of the game than they were in at the start.

The other thing that we've learnt from leaked *Persona* gameplay is that our past assertion that the worst element of the series – dungeon design – is getting a radical overhaul is correct. We've

GETTING YOUR FIX

Games to play in the interim



PERSONA 4: DANCING ALL NIGHT
Who the hell wants a rhythm-action spin-off of *Persona 4*? Us, apparently, because we're oddly excited about *Dancing All Night*'s Autumn release.

PERSONA 4 ARENA ULTIMAX
If you're a fan of fighting games and *Persona*, then *Arena Ultimax*, a solid and fairly accessible fighter filled with the characters from the *Persona* games, is a dream come true.

SHIN MEGAMI TENSEI: LUCIFER'S CALL
Okay, so *Persona* is actually a spin-off of *Shin Megami Tensei*, but it you love *Persona*, it makes sense to give the series that spawned it a shot.

www.imagineshop.co.uk







△○×□ We've only seen two human characters and a magic cat thing accompanying the protagonist so far. Does that mean there will be no other party members?





△○×□ This is us waiting for a *Persona 5* EU release date...

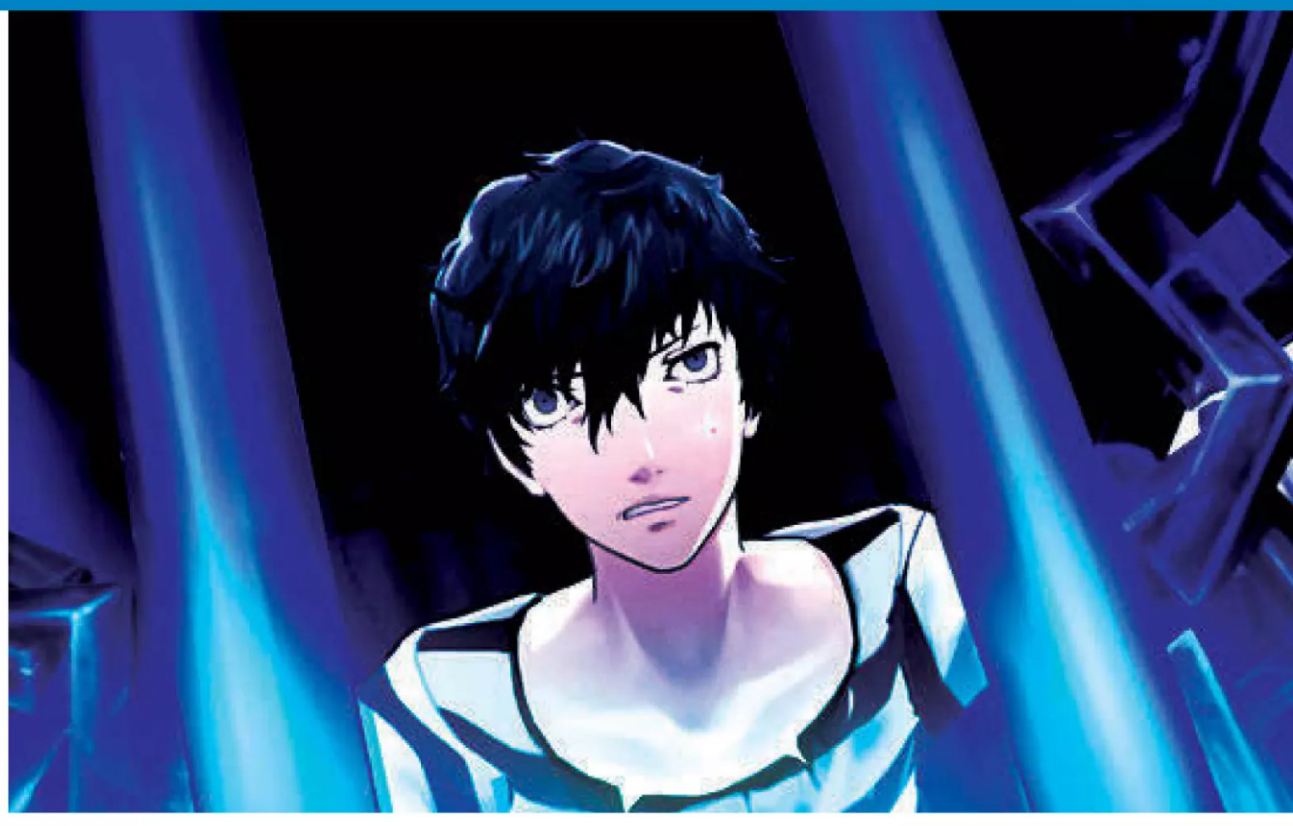
WHAT MAKES THIS GAME GREAT?

- △ You'll now have ranged weapons as part of your arsenal, as well as melee attacks.
- □ It's being directed by Katsura Hashino, the man who headed up *Persona 4*.
- × The game is set in Tokyo, giving it a different feel to the small town vibe of *Persona 4*.
- ○ The music will be just as good as the previous games in the series.

seen some kind of a cover system and platforming introduced and we've now seen a section with swinging blades that have to be navigated, indicating that traps will be a feature of the game's dungeons. That's all music to our ears, because dungeons in past games had all the imagination of a contemporary Michael Bay film and none of the spectacle. To see that change in such a significant way is a real positive.

What else have we learnt from the *Persona 5* trailer? That it's still one of the most stylish games on its way to PlayStation. Let's hope we don't have to admire it from afar for much longer; we know that game will hit Japan and the US in late 2015, but will have to keep our fingers crossed that a European release will follow soon after.

Paul Walker-Emig



When it's not leaking to the public, **PERSONA 5** is locked up in development at Atlus. Check the website for more details: **atlus.com/persona5**



ETA Q1 2016 | **PUB** UBISOFT | **DEV** UBISOFT MASSIVE | **TWITTER** @THEDIVISIONGAME

Tom Clancy's The Division

We want to be a part of it

PS4

IT SEEMS A little lazy to simply describe *The Division* as '*Destiny* in New York' but at this point, the onus is sort of on Ubisoft to open the doors a little wider so we don't have to keep guessing and generalising. Even though it was announced over two years ago, we've still yet to be allowed all that near the game and the suggestion is that the earliest we'll get to change that is in December, when the beta arrives. This is a perfect example of the dangers of announcing too early – a year ago, we were all kinds of psyched about what *The Division* might bring, but now the hype feels like it's dying down even though in reality, it's simply levelling out. The longer you draw out your pre-release campaign, the greater the risk you run of more exciting things being announced in the meantime. And in that regard, *The Division* got royally screwed by an E3 lineup that we're still not convinced wasn't just a glorious dream.

The most recent reveal is that this won't just be a straight-up team experience – various areas exist depending on how you want to play and while some will offer traditional PvE or PvP play, Dark Zones are more interesting in that they allow anything-goes gameplay where groups are free to screw over other groups and even players on the same team can turn heel and claim all the loot if they're good enough. It's going to make for some very interesting conversations come release and we'll certainly be careful who we take into Dark Zones with us. The idea of letting a buddy grab a powerful weapon because it fits their build better only to be shot in the back with it minutes later as they scoop up the rest of the takings is pretty terrifying and while we like to think we're above such screwjobs, the dog-eat-dog world the game presents provides context for such dick moves that, in the right situation, we probably would exploit. As would anyone in this situation, right?

C'mon... you've been carrying a bunch of randoms through horrors untold, only to end up at the helipad in fear of a betrayal. So what do you do? You act first, drop the rest of your team and take the loot for yourself. Online gaming is more or less built around the idea of one-upping your peers so this could be a coup for Ubisoft, not to mention the fact that it presents an original kind of fear – imagine the hero you summoned in a *Souls* game turning around after a battle and stabbing you in the back to make off with all the rewards.

Ubisoft's unique blend of online elements reminds of how the *Souls* series shook up multiplayer and that delights us. *Rainbow Six* will be back in the meantime to scratch the *Clancy* itch, leaving *The Division* a little longer in the lab to perfect its clearly novel recipe for post-apocalypse shooting with a side order of screwjobs. We're sorry in advance. It's nothing personal. Probably.

Luke Albigés

THE DIVISION remains in quarantine at Ubisoft HQ, where it will remain for some time. Hit the link for more info: **tomclancy-thedivision.ubi.com**

www.imagineshop.co.uk

"Our goal with *The Division* is nothing short of completely changing the way people play online RPGs." Fredrik Rundqvist, Ubisoft



△○×□ **Sentry guns are going to be helpful for when you have to turn your back.**

"UBISOFT'S UNIQUE BLEND OF ONLINE ELEMENTS REMINDS OF HOW THE SOULS SERIES SHOOK UP MULTIPLAYER"

WHAT YOU'RE SAYING...

I'm hyped but hope it's not a let down like *Destiny* turned out to be.
@john_holbrook

I'd be excited if the latest trailer didn't have the narrator pronouncing 'raiding' as 'riding'.
@alexskinner95

YouTube You just know people will just shoot each other instead of helping lol.
Miguel Sanchez

YouTube I've played enough *GTA* to know this kind of stranger bonding will never happen.
crayzeesteve

"IT'S NOT SKILL WITH HORROR GAMES THAT WILL GET YOU THROUGH UNTIL DAWN, IT'S A LOVE OF HORROR MOVIES"

WHAT MAKES THIS GAME GREAT?

- △ Both of the game's writers have plenty of experience writing indie horror movies.
- □ Success will depend on the player having a good knowledge of horror films.
- ✕ Spooky and remote cabins are a time-honoured classic horror location.
- ○ If the voice acting's good, then great. If it's terrible, that'll still be hilarious.

△○✕□ There's no denying that the appropriated *Killzone Shadow Fall* engine is looking pretty sweet here.

www.imagineshop.co.uk

COMPANY LINE

"When you get to a pass or a failure, that's for real. You can't go back," says Tom Heaton. Unless you start the game again, that is.



△○×□ *Until Dawn* wouldn't have been possible on previous generations, thanks to its reliance on subtle facial animations.

ETA 28 AUGUST | **PUB** SONY | **DEV** SUPERMASSIVE GAMES | **TWITTER** @UNTILDAWNPS4

Until Dawn

We know what we're doing this summer...

PS4

SO THIS IS basically *Heavy Rain* sliced into chunks and sewn up with *The Walking Dead*, topped with a bloody spray of *The Evil Within*, with the direct intention to create 'a horror movie you can play', according to design director Tom Heaton. "We want [players] to feel like they're watching a film," says Heaton. "We need them to be able to get so immersed in the acting and the story that they lower their guard, and then we can *scare* them." As horror movie fans, we're so on board with this.

In Heaton's words, what Supermassive is going for is a movie-like experience that's "very immersive, very realistic, very cinematic", and so far we're getting a really strong *Cabin In The Woods* vibe. However, as much as we're fans of all things gory and bloody and violent, there's a sticking point in what we've seen so far of the game, and it's whether it knows what kind of game it's actually going to be. Because, to pull off a pure horror game that's actually scary and not laughable, the acting is going to need to be freaking stellar.

And, frankly, for all the recognisable names attached to this project, what we've seen still lands firmly on the hammy side than the realistic side. Although, to be fair, considering the source material, that's possibly no bad thing. And Heaton certainly seems confident. "We have got a brilliant script, full of twists and turns," he says. "It's creepy and scary and funny, very like *Scream*. It's very serious and gory, but it's very funny. We're in that same boat of wanting to entertain."

Hell, even if it decides to go the B-movie horror romp route, which it definitely seems to be, and embrace as much cheesy OTT violence as it possibly can, by its nature it's going to be so difficult, possibly impossible to get it just like the movies. There's no directly translatable B-movie equivalent in games, and so this stilted voice acting, nonsense premise, and tropetastic character set could fall absolutely flat on its face, probably onto some rusty nails or barbed wire. But that might be why *Until Dawn* seems to be piggybacking on horror movie love instead of appealing to those who play horror games. When we ask Heaton about Supermassive's influences, no games are mentioned, only movies: "*Scream*, *I Know What You Did Last Summer*, *Friday The 13th*, the *Elm Street* series, that's what we looked at."

But deliberately going for and playing up the B-movie angle works in cinema because there's a B-movie sub-genre with its own rules and expressions within a wider horror collection; in videogames, that usually translates to just another bad horror game. Even if you've got some guilty pleasure games in your collection, it's because *you* individually enjoy them on whatever level you enjoy them, not because the makers of that game sat down to specifically appeal to an audience that wants that sort of low-quality, low-budget game. And this is where *Until Dawn*'s aspect of split-second decision-making comes out swinging a baseball bat of gameplay right at your face.

The actual game part of *Until Dawn* comes from making decisions that will hopefully (unless you're feeling a touch sadistic) save everyone in the cabin from a grisly death. With a crazy amount of permutations, it's not skill with horror games that will get you through *Until Dawn*, it's a love of horror movies. Or, as Heaton says, it's for those "people *think* they're all cool when they're in a situation of *watching* a film, – 'Don't do that, that's crazy!' – then *we* put them in that situation and they go, 'oh no, I wish I hadn't done that!'" Being able to feel your way around the classic story beats, knowing when it's best for the characters to run or hide – if Supermassive can keep that up throughout the whole game, it'll be a crazy fun experience.

Maybe *Until Dawn* will be groundbreaking. Maybe this will be the next big thing. If it knows it's supposed to be ridiculous, and embraces the fear and violence without falling too deep into tedious stereotype territory, it could be onto an absolute winner. Still, we're usually convinced of a premise at this stage of development, and *Until Dawn*'s execution just feels a little off right now, like the slow creaking of a door you swear was locked...

Rebecca Richards

UNTIL DAWN is being stalked in the dark by Supermassive Games. Check out **supermassivegames.com** to find out how close it's getting...

ATMOSFEAR

Is someone there...?



"We use a lot of classic film techniques – we have a brilliant audio team and a brilliant lighting team," says Heaton, when asked about how they're building up the tense atmosphere. "Little tricks we can play, like the noise of a twig breaking – if you're in a dark house on your own, everything spooks you. We learned our lessons from horror films; we know how to build tension. And we test! We've actually got these little galvanic skin responses; we wire people up. We put them in a little dark room, we turn the lights out and play the game. We see what the audience do; we get a little spike on the graph if they jump. We look at where we expect them to jump and if it's not working, back it goes to the development team."

ANATOMY OF... LO WANG

The man with the most ridiculous name in all of videogames is back from the Shadow Realm and that's bad news if you're a demon, because killing demons is what Lo Wang does best...



COUNTRY BOY

After fighting demons and taking down his former employer, Orochi Zilla, in the *Shadow Warrior* reboot, Lo Wang's moved into the wildlands. Unfortunately, after the events of the first game, demons have been brought into the world. Guess what? Wang's going to get pulled back in to a battle against the demon hordes in *Shadow Warrior 2* and, you guessed it, save the world. What a dude.

A CUT ABOVE

Wang doesn't only wield guns – he also busts out katanas and other bladed weapons. Being able to switch between the two, while also moving swiftly around the environment, is a hell of a lot of fun. With Wang's abilities enhanced in the sequel and a double jump allowing you to leap to the rooftops whenever you like, the game's combat could be even better.

MULTI-WANG

One of the changes being made in the sequel is the inclusion of four-player co-op. Each player will play as Wang but will appear to their co-op partners as ninjas. The game isn't forcing you to stick together, but offers large areas for you to play in where you can wander off. This kind of seems to go against the point of co-op, but we like the idea of going off to achieve different objectives as a smaller team.

QUIPTONITE

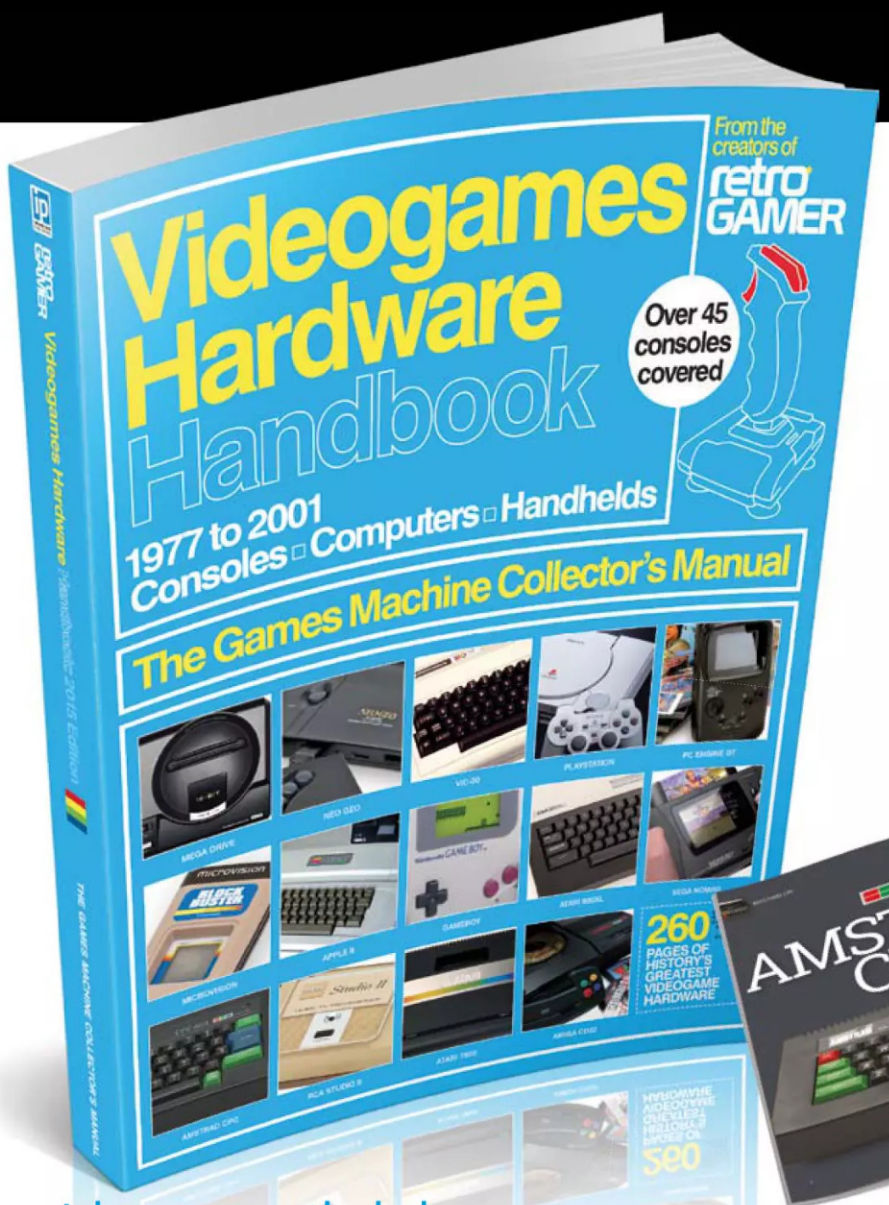
If you're tired of shooters that take themselves seriously, then *Shadow Warrior* is the antidote to your problem. If you couldn't guess from the fact that the main character is called Lo Wang, this is a game that does anything *but* take itself seriously. Wang constantly throws out one-liners and quips as he blasts chunks out of his foes – it's silly in its tone and ostentatious with its combat. That's fine with us.

ETA 2016 | **PUB** DEVOLVER DIGITAL | **DEV** FLYING WILD HOG | **TWITTER** @SHADOWWARRIOR

Shadow Warrior 2 PS4

www.imagineshop.co.uk

From the makers of PLAY

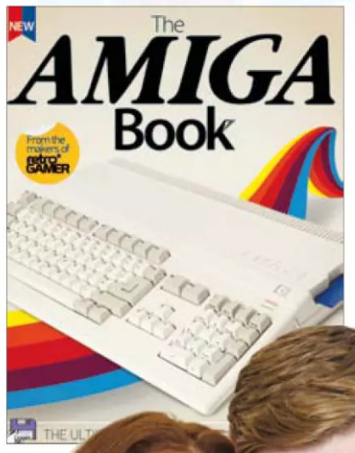


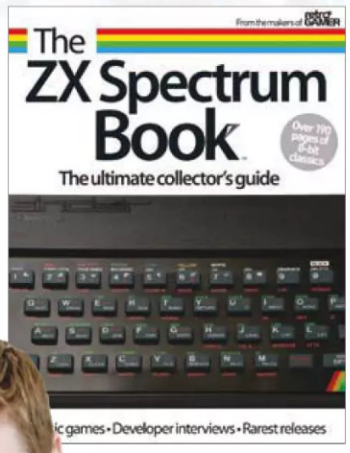
Videogames Hardware Handbook

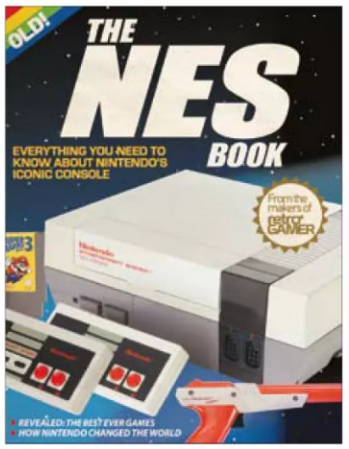
From the Microvision to the Game Boy, get an in-depth insight into the best videogame hardware the industry has ever known. With guides to the iconic games and interviews with industry legends, this is an essential purchase for any gaming fan.



Also available...













A world of content at your fingertips

Whether you love gaming, history, animals, photography, Photoshop, sci-fi or anything in between, every magazine and bookazine from Imagine Publishing is packed with expert advice and fascinating facts.



BUY YOUR COPY TODAY

Print edition available at www.imagineshop.co.uk

Digital edition available at www.greatdigitalmags.com

Print Tablet Phone Desktop

IN THE MEANTIME...

FAR CRY 4 We reckon that *Far Cry 4*'s two-player co-op is the closest you're going to get to *Wildlands* as we wait for its release.

ETA 2016 | **PUB** UBISOFT | **DEV** UBISOFT PARIS | **TWITTER** @GHOSTRECON

Tom Clancy's Ghost Recon Wildlands

Just another Clancy game, but this time... it's personal

PS4

WE CAN START in no other way than by vocalising the questions that instantly ask themselves the first time you see *Wildlands*. Why the hell is Ubisoft working on *two* third-person, open world, multiplayer shooters with the *Tom Clancy* tag? Has a civil war raging inside Ubisoft led to the publisher trying to compete with itself? Are the three *Tom Clancy* games we know are in development a harbinger of a time where all Ubisoft games will have Clancy's name at the front (we can do without *Tom Clancy's Assassin's Creed*, but we look forward to *Tom Clancy's Rayman*)? The degree of crossover between *The Division* and *Wildlands* is potentially confusing, but a bit of digging does reveal differences.

For one, though you would be forgiven for thinking the *Wildlands* is online-only given that the focus that Ubisoft has placed on its four-player co-op you *can* play *Wildlands* as a single-player game. This game doesn't have the MMO element of *The Division* either, meaning that you shouldn't expect to be engaging in PvP within its rather beautiful open world.

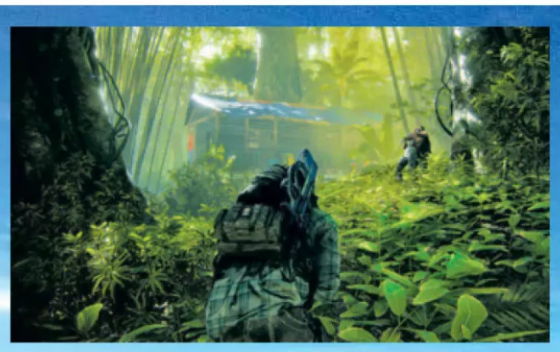
Despite the obvious similarities with *The Division*, then, a better comparison point for *Wildlands* might actually be another Ubisoft series: *Far Cry*. We already know that there are enemy outposts for you to capture throughout the world, for example, and that you can tackle each mission in different ways. The example we've seen is a mission where you have to take out a drug baron called White Hat and his operation. You can just simply snipe him from a distance and get in a car chase to take out his delivery vehicles. Or, you can sneak into his compound under the cover of darkness using silenced weapons to drop guards so that you can capture White Hat, leaving behind a parcel of C4 to take care of his drug operation. Then there is the potential to sabotage his operation and leave him to be killed by rival

"WHY THE HELL IS UBISOFT WORKING ON TWO THIRD-PERSON, OPEN WORLD, MULTIPLAYER SHOOTERS WITH THE TOM CLANCY TAG?"



△○×□ Planning your approach will be crucial, and has the potential to change how missions will play out entirely.

www.imagineshop.co.uk









△○×□ If nothing else, you can't deny that *Wildlands*' open world looks incredible.

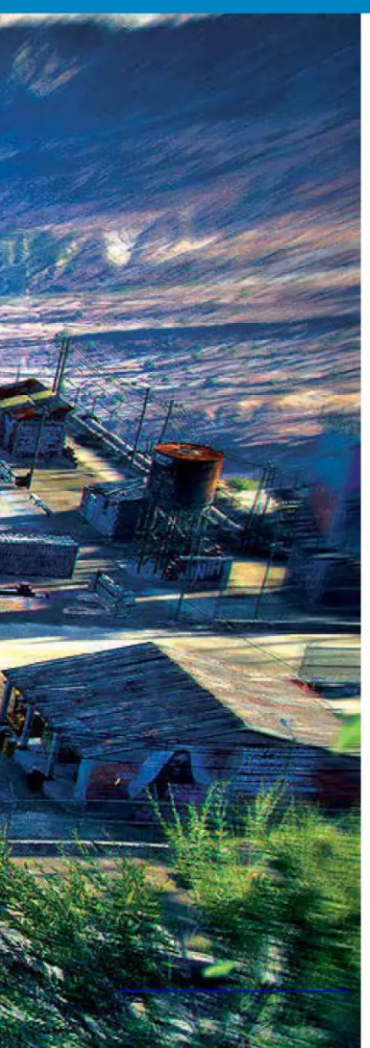
WHAT MAKES THIS GAME GREAT?

△ The world looks stunning and ranges from desert plains to snow-covered mountains.

□ Ubisoft says that your choices will result in unexpected opportunities and threats.

× Drones: terrifying in real life, fun in games. Use them in *Wildlands* to tag and take out enemies.

○ There are NPCs throughout the world that can become friend or foe.



WHAT YOU'RE SAYING...

Typical Ubisoft fare. Probably fun with friends, but nothing really mind-blowing or unique.
@ItsJesseAlright

Absolutely incredible looking. I've been waiting for a new *Ghost Recon* for years and the inclusion of open-ended missions to a complete island you can explore sounds fantastic. Even the fact that you can simply camp out until night time and take the mission in the dark sounds like it could make for tonnes of tactical decisions. Just hope it's not got *The Division*'s long development time.
Callum Thomson

gang members. Having that flexibility to cut about an open world as you please, tackling objectives in any way you fancy in a *Far Cry*-esque fashion is cool, but the fact that those different approaches can lead to completely different outcomes that could affect how things progress after that really has us intrigued.

Of course, Ubisoft has merely implied that there will be consequences to your actions. It hasn't actually shown us whether those consequences will be meaningful. We sincerely hope they will be, because that would be something to mark *Wildlands* out as something a little different to Ubisoft's other titles. Indeed, our primary concern with *Wildlands* is that it will serve as an emblem of Ubisoft's obsession with hybridising its games, the way that it takes ideas from one series and insists of shoehorning them into another, such as the map unlocking towers that appear in *Assassin's Creed*, *Far Cry* and *Watch Dogs*, in one form or another. To see the same mechanics appear in game after game is increasingly boring, so as much as *Far Cry* meets *The Division* sounds appealing in one sense, it also makes us worry that *Wildlands* will be a product of focus group thinking, rather than a title with ideas of its own.

Even if *Wildlands* does prove to be a bit lacking in originality, however, multiplayer could be its saving grace. We can't deny that there's an appeal in tackling a third-person *Far Cry*-style open world game that's built to support four-player co-op, even if it does end up felling a little familiar. If the game is balanced in such a way that teamwork is vital, necessitating you performing different roles in a *GTA* heist- style fashion, perhaps that will be the way that *Wildlands* can stand out.

For everything that interests or impresses us about *Wildlands* – and make no mistake, the diversity of the landscapes we can explore in the stunning open world that Ubisoft's been showing off *is* impressive – we find ourselves returning to the same question: what makes this game unique? That's what *Wildlands* needs to answer.
Paul Walker-Emig

The latest **GHOST RECON** is currently waiting to be reintroduced to the wild within the walls of Ubisoft Paris. Check the website for more details: **ghost-recon.ubi.com**

ETA 4 SEPTEMBER | **PUB** WARNER BROS. | **DEV** AVALANCHE STUDIOS | **TWITTER** @AVALANCHESWEDEN

Mad Max

Fallout: Arkham Creed For Speed

PS4

WHEN YOU SEE *Mad Max* in action, it reminds you of something that's been missing from videogames: vehicular combat. Seeing those roaring hunks of metal smash into each other as they barrel though the game's wasteland (or The Plains Of Silence) made us nostalgic for games such as *Destruction Derby* and *Carmageddon* as we remembered just how much fun it can be to crash things into other things. It's also what's provided us with the motivation to care about *Mad Max*.

You see, while we've always had some interest in the game, there are a number of things that concern us about it. Chief among those concerns is the fact that this is *another* game that's done a copy/paste job with the *Batman: Arkham* series' combat (please, *somebody* come up with something new). Not particularly original in that regard, then.

The crafting system through which you gradually build the ultimate wasteland vehicle for yourself, named the Magnum Opus, looks much more intriguing, but again, it's not like *Mad Max* is breaking any new ground or anything by combining a vast (and in this case, desolate) open world with resource gathering, exploration and crafting mechanics.

What we've been left looking for is what it is that's going to make *Mad Max* stand out and here, we return to our starting point. Once we realised how central vehicular combat is going to be to the game, it become apparent that *Mad Max* might just have something that's going to make it feel substantially different to other open world games (and let's not underestimate the importance of that, given how many titles in that genre there are to choose from).

This game's success hangs on how compelling it is to be behind the wheel of the Magnum Opus, then. If vehicular combat starts to feel repetitive, then the game is finished. We know there are a few tools you can bring to bear in combat – a good old-fashioned ram, dual flamethrowers that spew fire from the sides of your car, a harpoon that you can use to pull tyres, armour and even drivers from your enemies' vehicles, and so on. The question is: will these tools be enough to keep the game's combat feeling fresh, varied, exhilarating and surprising? Well, it looks like we will have that answer for you in our next issue.

Paul Walker-Emig

MAD MAX is being welded together by the mechanics at Avalanche Studios. Check the website for more details: **madmaxgame.com**



△○×□ **We like the idea of upgrading our car to suit our needs, so we hope there's flexibility in that system.**

www.imagineshop.co.uk



"IT REMINDS YOU OF SOMETHING THAT'S BEEN MISSING FROM VIDEOGAMES"

△○×□ Having an open world game set in a barren desert wasteland is certainly a little different to other titles out there.

ETA 9 OCTOBER | **PUB** MAD CATZ | **DEV** HARMONIX | **TWITTER** @ROCKBAND

Rock Band 4

Don't call it a comeback

PS4

ADRENALINE, SORE FINGERS and clothes so wet with perspiration they're clinging to you like they are transfer tattoos – that's kind of how you imagine yourself when you play *Rock Band*, right? In reality, though, you're sat in your underwear strumming blue, blue, red, red, orange, orange, green. Admitting that you've been in this frame of mind before is the first step on the road to acknowledging that the music rhythm action game genre actually makes you a feel like a rock star.

Many musicians go off the rails when they earn their millions and have all their fans flock to them like bees to honey. In many ways, this happened to the peripheral-based rhythm action genre in recent years. Plastic instruments are now either in a landfill somewhere or covered in dust under the stairs, but now it's time to go dumpster diving or obsessively clean that dust off your peripherals and get prepared for the reunion tour.

At first, it's easy to just assume that this is the same old *Rock Band* but with a new catalogue of songs and on better consoles – thankfully, it's so much more, bringing in gameplay tweaks which are nothing short of awesome. Debuting in *Rock Band 4* are freestyle solos, possibly the greatest thing brought to the franchise so far. Solos have existed before, but not quite like this; the digital fretboard lights up like a disco ball with all sorts of squiggly shapes appearing and your job is simply







"DEBUTING IN ROCK BAND 4 ARE FREESTYLE SOLOS, THE GREATEST THING BROUGHT TO THE SERIES SO FAR"



△○×□ The game looks pretty similar on the surface, but there's a lot of new stuff under the hood.

www.imagineshop.co.uk

COMPANY LINE

"YOUR BAND. YOUR STAGE. YOUR WAY. *Rock Band 4* delivers the ecstatic rush of live band performance like never before!" Ecstatic rush – that's a good way of putting it.



△○×□ *Rock Band* is always at its best when you're playing with a full roster of friends, no matter how terrible your singer is.

WHAT MAKES THIS GAME GREAT?

- △ The game will be compatible with all of the DLC songs released in the series.
- ○ It's *Rock Band* on PS4! Parties and social gatherings just got that much better.
- × The game will support most older instruments, saving you some money.
- □ The new soloing system will let guitarists really express themselves.



SHARE THIS

TURN IT UP TO 11

If it was supposed to be easy, they wouldn't call it Party Hard

Everyone wanted the band to get back together but there had to be a good excuse to do just that, not just for a charitable cause. Once you experience the new freestyle solos and get yourself a brand new guitar, you will no doubt remember that feeling you had the first time you ever played *Rock Band*. It's a great feeling. Just make sure you hit that Share button as soon as you're finished and show yourself off.

to hit either high or low frets. However, you have creative control on what comes out of your guitar.

Single frets give you sustained notes, chord shapes give you 'killer licks' and you can go one further with tapping and even some serious feedback. Once you've tried it, you won't be able to get enough. It's a feeling of musical euphoria. You can even work out what button presses are giving you what licks and notes, so essentially you'll be able to make your own solos and really feel like you're producing a real face-melter.

This feature isn't exclusive to your limelight-stealing guitarist, either – the same kind of mechanic is offered to drummers. Drum fills have changed from being freestyle sections to triggering samples and stock fills, although the old method still exists too. Songs will be marked if they contain solos and the developers also want to offer a sort of cheat mode which gives you access to even more options to get as much solo opportunity as you like.

Previously, the game had offered you the experience of playing your favourite songs and made you imagine that you really were a member of The Police. Well now, the game makes you feel like you are a credible musician – you have even more control than before and it rocks.

Improvement elsewhere comes with the physical product itself. No one wants a cheap experience from the hardware; you want it to feel robust and hopefully as close to the guitar feel as possible. The new instruments are a joy to hold – a super robust design which is well weighted to feel real. None of that bendy/flex feeling and it sits well in the hands, with the function keys lined for easy travel. The quality of the product makes the solos bring a smile to your face, it's hard not to let out a massive grin and just fall to your knees.

In terms of songs, Harmonix has said there will be plenty to talk about in the coming months. *Guitar Hero*, on the other hand, is going for more of a Spotify-style service. It's going to be interesting to see these two go head-to-head now they are both markedly different from one another...

Sam Clay

ROCK BAND 4 is busy tuning its guitars and drum skins at Harmonix. Check out the set list here: **http://www.rockband4.com/**

IN THE MEANTIME...

TRIALS FUSION The latest instalment in the *Trials* series took the dirt bike action into the future. It's a superb skill-based racer that's as technical as it is stupid.



ETA 27 NOVEMBER | **PUB** UBISOFT | **DEV** UBISOFT NADEO | **TWITTER** @TRACKMANIA

TrackMania Turbo

Wacky Races

PS4

THIS SERIES HAS been around for ages, truth be told, but we're sure a lot of you probably dropped a standard Snake "Huh?" when you first clapped eyes on *TrackMania Turbo*, either during or at some point after E3 back in June. It's a racing game, this much is clear. However, normal racing games are becoming stale, right? Too many lovely weather effects, too many tyre changes. This game promises to be the antithesis to the likes of *Driveclub* and *F1* – it promises to be plain ridiculous.

"IT ESSENTIALLY BEARS A LOT OF THE HALLMARKS OF A CLASSIC ARCADE RACER BUT WITH FAR MORE LOOPS"

The premise is pretty simple – get in a fast, colourful car and drive really fast around a really colourful track. However, before your high hopes of a *Micro Machines*-style jaunt get too out of hand, let us temper your expectations a little. *TrackMania* games aren't easy by any means. Not only do you have crazy tracks with individual strategies to master, you've also got other racers to deal with and driving physics that are sophisticated enough to cause you problems if you don't get your technique down.

It essentially bears a lot of the hallmarks of a classic arcade racer such as *Out Run*, *Daytona* or *Sega Rally Championship* but with far more loops and vomit-inducing twists and turns, which sounds bloody fantastic to us. There are 200 tracks based in four different environments, comprising Lagoon Rollercoaster, complete with gravity-defying loops and corkscrews; International Stadium, where traditional skill and precision are key; Canyon Drift, which employs more of a rally theme, and Dirty Valley, which has an emphasis on jumps and aerial control. You can restart a track at any time at the touch of a button like in the *Trials* games, making it easy to practice certain sections of the track.

The promise of 200 tracks is particularly exciting – such a large variety is bound to keep the game fresh until well after release. As is traditional for the franchise, there's also a track builder for you to dive into that works like the track builder in *Trials* in that you can build, save and then export your outrageous and dangerous creations for your mates (or indeed anyone from the online playlists) to have a crack at. Different modes add to the huge chunk of content available in the game, including a classic Arcade mode with credits and everything. Superb.

Another interesting new feature is what Ubisoft has deemed to be systemic music, meaning that when you pass through checkpoints, hit crazy portions of the track, overtake people and so on, the music will change dynamically. Weird. Weirder still is the fact that, for some reason, you can elect to team up with a

www.imagineshop.co.uk

GOOD GENES

The DNA of TrackMania Turbo







△○×□ As in other *TrackMania* titles, expect plenty of jumps to navigate – it's harder than it looks.

WHAT MAKES THIS GAME GREAT?

- It's a continuation of the popular PC racing series, screeching its way onto PS4.
- It looks to reward the same balance between speed and skill as the *Trials* games.
- A robust track builder means that you can design some outrageous courses.
- If building isn't your bag, play on the 200 unique tracks to your heart's content.

buddy and drive the same car at the same time. Two players controlling one car. We're not really sure how that's going to work, but it sounds like a Monopoly-level friendship ruiner. Either way, there'll be a Share button bonanza when *TrackMania* lands, we're sure.

Whatever happens, you've not got long to wait to give it a go. By all accounts, *TrackMania Turbo* looks likely to take its rightful place next to other recent games with addictive mechanics like *Trials* and *Rocket League* – games that don't pretend to be triple-A bruisers and do away with any delusions of grandeur in favour of razor-sharp gameplay, strong online/local multiplayer suites and a bevy of unlockables to keep the juices flowing well after the first few hours. If this turns out to be the case, we can see ourselves playing this for quite some time.

Steve Holmes



△○×□ A lot of the tracks and environments we've seen are pretty vertigo-inducing.

TRACKMANIA TURBO is doing loops at Ubisoft Nadeo. Want to learn more? Head to **ubisoft.com/en-GB/game/trackmania-turbo** for more details.

Instant Expert

AUTOBOTS UNITE

In *Transformers: Devastation*, Megatron and the Decepticons are planning to cyberform the Earth using plasma energy (that's bad). In trying to stop them from carrying out their plan, you will have five Autobots to choose from. There's Optimus Prime, Bumblebee, Sideswipe, Wheeljack and Grimlock. We're not yet entirely sure whether you pick one character and stick with them, or can switch between them on the fly. We're hoping it's the latter.

GOING PLATINUM

With Platinum – the team behind *Bayonetta* – developing *Transformers: Devastation*, it's fairly safe to say that the game's going to have excellent combat. At the very least, it's *got* to end up better than last year's awful *Rise Of The Dark Spark*. Pleased as we are to see Platinum, we do wonder whether putting a developer famed for technical combat systems in charge of a game that's going to appeal to kids is really such a great idea.

CROSS-GEN

Devastation is cross-generation in more than one way. Firstly, the game is going to be coming to PS4 and PS3. Secondly, it's built to appeal to all ages. While the game's characters are based on the *Transformers: Generations* line of action figures that started in 2010, the incredible art style harks back to the series from the Eighties. You might well think of *Transformers* as appealing to both and older younger generation, then.

SWITCH IT UP

From what Platinum has said about *Devastation*, it would seem that transforming will be a key part of what makes the game fun – that might sound obvious, but past *Transformers* games have failed to draw anything enjoyable out of transforming. Both attacking and evading enemies will involve switching swiftly between robot and vehicle modes, which the developer says will open up an infinite array of possibilities.

BOSS BATTLES

Platinum has said that one of its main aims with *Transformers: Devastation* is "to deliver the kind of big-name face-offs between the leaders of the Autobots and Decepticons that make the series so gripping." Expect plenty of boss battles, in other words. We've seen Megatron, Soundwave and Devastator in the reveal of the game, but expect there to be a whole lot more. We just hope that at least one boss fight is set to the tune of *The Touch* from the movie...

ETA 9 OCTOBER | **PUB** ACTIVISION | **DEV** PLATINUM

Transformers: Devastation PS4

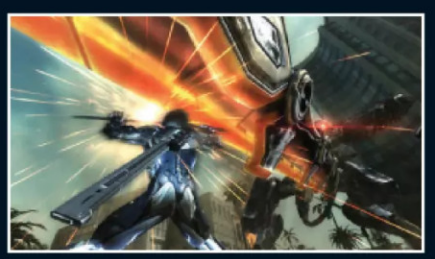
A BRIEF HISTORY OF PLATINUM



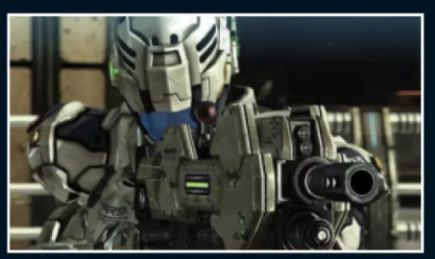
Devastation developer Platinum was founded by members of Capcom's Clover Studio – the team behind *Viewtiful Joe* and *Okami* – after it was shut down, originally operating under the name of Seeds Inc. before merging with ODD in 2007.



Seeds Inc. would eventually become PlatinumGames and with legendary Japanese developers like Shinji Mikami (who has since left the company) and Hideki Kamiya on board, it's no surprise that the studio started churning out some exceptional games.



Some of Platinum's most renowned titles are the Kamiya-directed *Bayonetta* and Mikami's *Vanquish* (both of which got a 9/10 in this fine magazine), as well as the bonkers *Metal Gear Rising: Revengeance*, developed with Kojima Productions.



Expect more from the developer on PlayStation – as well as *Devastation* for PS4 and PS3, Platinum has a number of other projects in the works, including the new *Nier*, which will be published by Square Enix and released on PS4.

www.imagineshop.co.uk

QUALITY. INNOVATION. RESPECT

www.gamestm.co.uk



games TM

Available from all good newsagents and supermarkets

ON SALE NOW

■ LARA CROFT RETURNS ■ INSIDE HALO 5 ■ SHENMUE III EXCLUSIVE



BUY YOUR ISSUE TODAY

Print edition available at www.imagineshop.co.uk

Digital edition available at www.greatdigitalmags.com

Available on the following platforms

Print Tablet Phone Desktop

facebook.com/gamesTM twitter.com/gamesTMmag



PREVIEW

A quick look at some of the other awesome games that are just around the corner

1 WWE 2K16

FORMAT: PS4, PS3
RELEASE DATE: 30 OCTOBER

WE WERE A bit surprised to find that it wasn't one of the current crop of WWE superstars that would be appearing on the cover of *2K16*, but instead, the king of the Attitude era, Stone Cold Steve Austin himself. The *WWE* games have had some sort of nostalgia-fueled mode in which you get to play through classic matches and storylines over the last few years, so the appearance of Austin on the cover indicates that we are going to get a mode focused on The Texas Rattlesnake this time around, perhaps centered on his feud with Mr McMahon. Outside of that, 2K has announced that the game will nearly double the amount of playable wrestlers, sporting 120 brawlers in total.

2 RIME

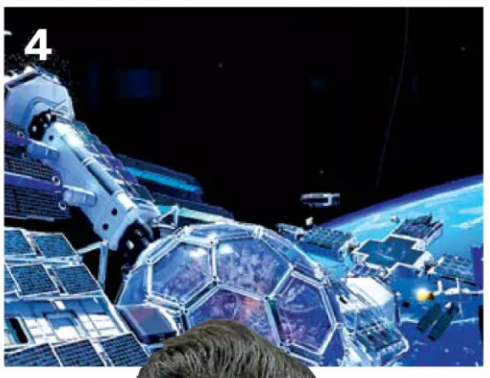
FORMAT: PS4
RELEASE DATE: Q4 2015

WITH EVERYTHING THAT happened at E3, we almost forgot about one of our most anticipated PS4 games, *Rime*. Developer Tequila Works recently sent out a tweet announcing that crunch on the game was finished, suggesting that it is not far away from being ready for release. The game looks to have something of the spirit of the Studio Japan games to it so it should be ideal to play while we wait for *The Last Guardian*. If it's anywhere near as good as it looks, though, it's going to be far more than a placeholder. Perhaps this beautiful puzzle adventure about exploring a mysterious island will even outshine the work of the studio that's undoubtedly inspired it?









3 PES 2016

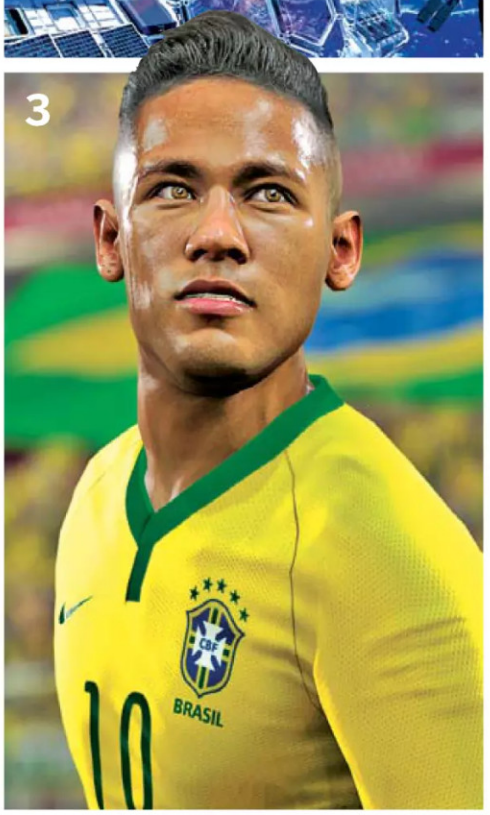
FORMAT: PS4, PS3
RELEASE DATE: 15 SEPTEMBER

WE'RE INCREDIBLY EXCITED about this year's *Pro Evolution Soccer* after last year's spectacular entry. With *PES 2014*, Konami had to deal with the switch to a new engine, for *2015*, the switch to a new console in the PS4. With no such transitions to deal with this time, the developers should be free to focus all their attention on making this the best game possible. We're still arguing in the office about whether *PES 2015* or *FIFA 15* is the better game; hopefully *PES 2016* will be enough of a leap forward to finally settle the arguments. Of course, there's always the possibility that *FIFA* can step up its game too, in which case we can spend one more year bickering over which football game is the best.

4 ADRIFT

FORMAT: PS4
RELEASE DATE: SEPTEMBER

HAVING NOW SEEN some gameplay of *Adrift*, we're not sure how we feel about it. You can't deny that the game has a sense of atmosphere about it as you drift through a destroyed space station. What we're not sure about is whether the mechanic that requires you to grab oxygen canisters to prevent yourself suffocating will add anything to the game. The idea is that it will create a sense of danger as you explore, keeping you on edge. With a game like this where the appeal is really in the story, we wonder whether it won't actually feel like something that gets in the way, something that's been added simply to insist upon the fact that this is a 'game'. We'll have to wait and see.





ROUNDUP





5 KILL STRAIN

FORMAT: PS4
RELEASE DATE: Q4 2015

THE IDEA OF *another* free-to-play multiplayer shooter doesn't exactly get us excited at the offset, but in fairness to *Kill Strain*, it does have an idea that makes it unique. Rather than the standard team deathmatch setup, *Kill Strain* had a 5 vs 2 vs 5 set-up. The two teams of five are human players, while the team that starts with two are mutants. What makes the game interesting is that the mutants can turn other players, swelling their numbers as the match progresses. Whether that intriguing approach will elevate this twin-stick shooter into something that's going to get a large player base on board isn't clear, but we like the idea enough that we're up for giving it a go when the game hits PS4. It is free, after all.

6 NIER

FORMAT: PS4
RELEASE DATE: 2016

FROM WHAT SQUARE Enix has said about the new *Nier*, it seems like it won't be a direct sequel as such, but will be set within the same world. Given that the first *Nier* did some really interesting things with its storytelling, revealing multiple layers and changing the story with each playthrough, we wouldn't be surprised if this new version was linked to the original in some obscure and philosophical way. Pretty much all we know about the return of this recent cult classic is that there will be three playable characters and that Platinum will be collaborating with Square Enix in regards to the combat system, so it should fix some of the original game's issues and have excellent battle mechanics.







7 NBA 2K16

FORMAT: PS4, PS3
RELEASE DATE: 29 SEPTEMBER

WE CAN THINK of no better validation of the quality of the *NBA 2K* games than to say that we know for a fact that there are people who don't even have any interest in real basketball who play and enjoy them. This years entry is a 'Spike Lee joint', whatever the hell that means. As far as we can tell, this means that Lee is heading up the story of the game's career mode, although we imagine he'll spend about as much time directing it as Tony Hawk will programming *Pro Skater 5*. Still, the campaign modes have been great and it's unlikely that's going to change. We've not seen anything from *2K16* to suggest it's going to win over new fans, but it looks like it'll keep its current players happy.

8 MASS EFFECT: ANDROMEDA

FORMAT: PS4
RELEASE DATE: Q4 2016

SETTING THE REVEAL of *Mass Effect: Andromeda* to Johnny Cash's version of *Ghost Riders In The Sky* made us a crave a new cowboy game more than it did a new *Mass Effect*, which probably wasn't the intended effect. Once we got over that, though, we realised that a new *Mass Effect* is very good news. If the game can harness the power of the PS4 to marry the scale the series has had in the past with greater graphical fidelity, we reckon we could be in for a fantastic adventure where we get to visit some spectacular places. Other than hints that there will be a diverse array of planets to visit, we know very little about *Andromeda*.

PLAY SPECIAL SUBSCRIPTION OFFER

SUBSCRIBE AND SAVE 30%



PAY ONLY £10.50 EVERY 3 ISSUES



IN-DEPTH FEATURES BY GAMING EXPERTS



EXCLUSIVE ACCESS TO THE BIGGEST GAMES

ORDER HOTLINE

0844 848 8404

Calls will cost 7p per minute plus your telephone company's access charge

ONLINE AT

www.imaginesubs.co.uk/pla

EVERY ISSUE PACKED WITH...

- **Insider access** to the biggest games on PlayStation 4
- **In-depth features**
- **Honest reviews** by a team of gaming experts
- **Killer exclusives** you won't find anywhere else

WHY YOU SHOULD SUBSCRIBE...

- **Save 30%** off the cover price – **just £10.50 every 3 issues** on Direct Debit
- **FREE delivery** direct to your door
- **Never miss an issue**

ORDER BY

31ST OCTOBER

Use code **PQ15** for this offer.

BY POST

Send your completed form to:
Play Subscriptions, 800 Guillat Avenue, Kent Science Park, Sittingbourne, Kent ME9 8GU

YOUR DETAILS

Title_____ First name_____

Surname_____

Address_____

Postcode_____ Country_____

Telephone number_____

Mobile number_____

Email address_____

DIRECT DEBIT PAYMENT

☐ **UK Direct Debit Payment**

I will pay just £10.50 every 3 issues (Save 30%)

Instruction to your Bank or Building Society to pay by Direct Debit

IMAGINE PUBLISHING

DIRECT Debit

Please fill in the form and send it to: Imagine Publishing Limited, 800 Guillat Avenue, Kent Science Park, Sittingbourne, Kent, ME9 8GU

Name and full postal address of your Bank or Building Society

To: The Manager — Bank/Building Society

Address

Postcode

Name(s) of account holder(s)

Branch sort code

Bank/Building Society account number

Originator's Identification Number

5	0	1	8	8	4

Reference Number

Instructions to your Bank or Building Society

Please pay Imagine Publishing Limited Direct Debits from the account detailed in this instruction subject to the safeguards assured by the Direct Debit guarantee. I understand that this instruction may remain with Imagine Publishing Limited and, if so, details will be passed on electronically to my Bank/Building Society

Signature(s)

Date

Banks and Building Societies may not accept Direct Debit instructions for some types of account

A6 instruction form

PAYMENT DETAILS

YOUR EXCLUS IVE READER PRICE, 1 YEAR (13 ISSUES)

☐ **UK £51.90 (Save 20%)** ☐ **Europe – £70** ☐ **World – £80** ☐ **USA – £80**

Cheque

☐ I enclose a cheque for £_____

(made payable to Imagine Publishing Ltd)

Credit/Debit Card

☐ Visa ☐ Mastercard ☐ Amex ☐ Maestro

Card number

Expiry date

Issue number ☐☐ (if Maestro)

Signed _____

Date _____

Please tick if you do not wish to receive any promotional material from Imagine Publishing Ltd by post ☐ by telephone ☐ via email ☐

Please tick if you do not wish to receive any promotional material from other companies by post ☐ by telephone ☐ Please tick if you DO wish to receive such information via email ☐

TERMS & CONDITIONS

This offer entitles new UK direct debit subscribers to pay only £10.50 every 3 issues. New subscriptions will start from the next available issue. Offer code PQ15 must be quoted to receive this special subscription price. Details of the Direct Debit Guarantee are available on request. This offer expires 31 October 2015. Imagine Publishing reserves the right to limit this type of offer to one per household. Subscribers can cancel this subscription at any time.

HOT TOPIC
FREE-TO-PLAY



DREW SLEEP
PRODUCTION EDITOR, PLAY

"YOU HAVE NO REASON TO NOT TRY THEM"

I HAVE A reputation in the office for being something of a recovering addict. That addiction was a certain free-to-play game called *League Of Legends*. I played that game for 1,283 hours. That's 53 days of entertainment which I didn't have to pay for, so let's just go ahead and say that I'm a fan of free-to-play games.

The main benefit of free-to-play games – like *LOL* or *PlanetSide 2*, for example – is that they live and die by their audience, similar to subscription-based MMOs. The developers for these games have to constantly tweak gameplay and economy by patching their games at least once a month in order to keep the game interesting and fair. Take a look at similar full-price games, let's say *Destiny*, and you'll find they receive a patch maybe every three or four months, and even that manages to turn the game on its head and send its community into a whirlwind of salty backlash.

Now, I know what you're thinking, and it's what most haters say: free-to-play games require money to 'win' or they require you to grind for millennia and paying money will bypass that the time. Sure, there are games out there that do that, especially on in the mobile gaming scene, but these games aren't inherently good games and they not vanguards of the genre. Saying that all free-to-play games are pay-to-win is like saying that like *Daylight* is solely representative of the survival horror genre and that's not on.

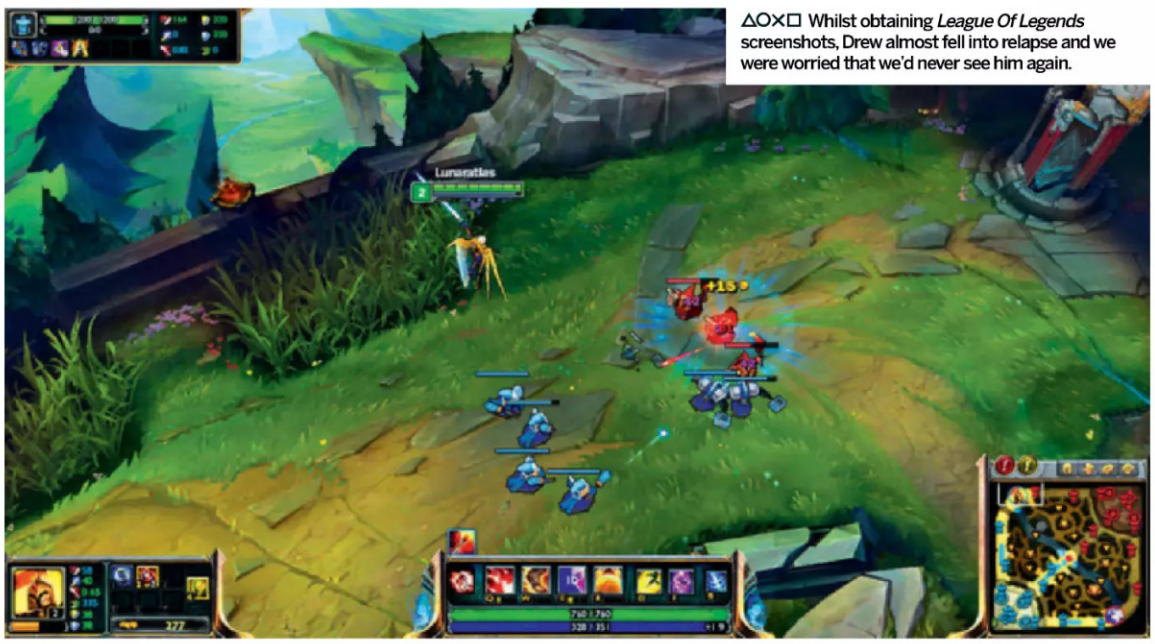






So, the majority of free-to-play games are found on PC or mobile, right? So what about PS4, what's the state of free-to-play over on Sony's console? Well, it's surprisingly good, actually. Sony has seen that free-to-play is a huge market on other platforms and is looking to capture some of that magic for PS4. Games like *Guns Up!*, *APB* and *H1Z1* are all heading to PS4 as console exclusives and I simply can't wait.

The aforementioned *PlanetSide 2* has arrived on PS4, and despite making your console sound like a wind turbine, it's a solid game. Alongside that, you have other great free-to-play games that have already proven themselves on PC. *Warframe* and *DC Universe Online* are ready and waiting for you to fall in love with. We even have a page in this fine magazine showcasing the best free-to-play games PlayStation has to offer – turn to page 90, go learn more about *PlanetSide 2*.



△○×□ Whilst obtaining *League Of Legends* screenshots, Drew almost fell into relapse and we were worried that we'd never see him again.

The best part of this is that you only need one game to get you hooked. When I was in my dark pit of *LOL*, I only played *LOL*. In fact, I only *needed* to play that game. For better or for worse, they're all designed around getting you addicted and once you are, you're in for the long haul, which makes it brilliant if you're gaming on a budget. When it actually comes around to the point where you feel like digging into your wallet, it's entirely justified as you've already spent the same amount of time on that free-to-play game than you have done with a host of full-price ones.

There's no denying that there are a lot of shovelware titles and, frankly, mean free-to-play games out there that take advantage of players, forcing them to shell out money in order to make the games actually playable. But, there is also a great collection of brilliant free-to-play games across a huge range of genres, from shooters to MOBAs to sports games and card battlers, for you to get your teeth into. And, if you're still on the fence about them, then you have literally no reason to not try them... they are free, after all.

www.imagineshop.co.uk



DARRAN JONES
EDITOR, RETRO GAMER

"I SIMPLY CAN'T AFFORD TO BUY A T-REX"

WHO DO YOU AGREE WITH?
Let us know via social media

Facebook /PlayMagazineUK

Twitter @PlayMag_UK

NORMALLY I LOVE these columns, as it's a chance to get angry at the videogames industry and say words such as jib-jobs and doobries. Every now and then, though, I have to dial my unbridled rage back, and sadly, this is one of those times. It would be stupid to say that all free-to-play games are shit and a bad idea, because that's simply not the case. Yes, there are some terrible examples of free-to-play games on Sony consoles (and other systems for that matter) but there are also plenty of decent ones.

Interestingly, when most publishers talk about free-to-play, they're actually suggesting that you're free to pay. Yes, you can play the game for free and you can make a huge amount of progress if you really want to, but if you want to do certain things then you've going to have to pay for it, and pay dearly. Now I'm a big fan of *Jurassic Park Builder* on iOS, a free-to-play game that I've spent several months on without spending a single penny on it. As much as I enjoy tapping dinosaurs (and I enjoy it *immensely*) I know that my park is nowhere near as impressive as it could be. I know this, safe in the knowledge that it's my choice to live in a world where I simply can't afford to buy a Tyrannosaurus Rex. One day, it might be made available to me without having to spend a small fortune, but that day is likely to forever elude me.

The thing that I despise about free-to-play games the most is those that punish you for not spending actual cash. Fortunately, these are quickly becoming a lesser issue on PSN, but they still crop up and they're still bloody annoying. One particular example is *Ultimate Team*, which effectively locks the very best cards behind a pay-wall. Admittedly, it's not a particularly steep pay-wall, but it's still there and it's still high enough that you could snag your balls on it as you try clamber over it. Basically, the chances of you opening someone like Messi are incredibly low when playing for free, with your chances skyrocketing should you start dropping cash. I'm fine with this as when you're playing in a vacuum, you don't suffer. It's when you start playing with others in numerous free-to-play games that things turn dark.



△○✕□ Despite being a sucker for card games, Darran is immune to the allure of *FIFA Ultimate Team*.



For some publishers (not all, mind) the success of their free-to-play model hinges on the type of gamers they like to call 'whales'. I prefer to use the term 'idiots'. A whale is someone who's more than happy to spend large amounts of their money on a free-to-play game, and it is the whales where most publishers get their income. Whales are all well and good, but when you actually encounter them in games (and, by the way, it's no surprise that so many free-to-play games focus on multiplayer) it sucks. It's like



sharing a pool with a turd – it's fun splashing around on your own terms but eventually, you're going to get shit on you. Games like *PlanetSide 2* carefully sidestep this unfair lack of equilibrium, but it's surprising how many games will happily throw you into situations where you're outgunned and outplayed because you didn't pay your way like the developers wanted you to.

If you want to earn money from free-to-play games, do it in a transparent and fair way or just simply charge money up-front in the first place. That way, hopefully everyone will be happy. Now if you'll excuse me, I have to feed my Triceratops and dream about having a Tyrannosaurus Rex...



★★★★★ TEN OF THE BEST ★★★★★ STEALTH GAMES

PROVING THAT AVOIDING CONFLICT CAN BE JUST AS FUN AS ENGAGING IN IT, THE BEST OF THE GENRE STEPS OUT FROM THE SHADOWS



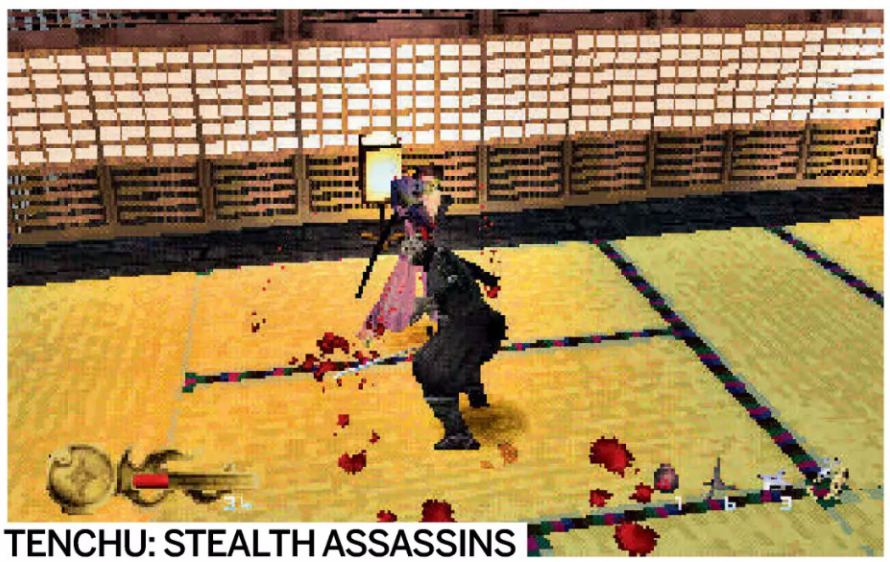
SNIPER ELITE III

WE HAD TO get at least one sniper game in here and the best of those is surely *Sniper Elite III*. The thing that makes this one a little different from other stealth games is that you're constantly giving yourself away due to the nature of your weapon of choice. You've got to find a good spot, take your shot and then move on and try to find another hiding place before you get spotted.



THE LAST OF US

ALRIGHT THEN, SO *The Last Of Us* does have combat in it, but stealth is still a key component. The game can be incredibly intense when you're sneaking around trying to remain hidden, particularly if you play on harder difficulties that take away the 'listen' mechanic. The way that the game can flow in and out of combat and stealth is cool too, the action flaring up into exhilarating skirmishes before you skulk into cover to evade the remaining enemies hunting you down to pick them off one by one.



TENCHU: STEALTH ASSASSINS

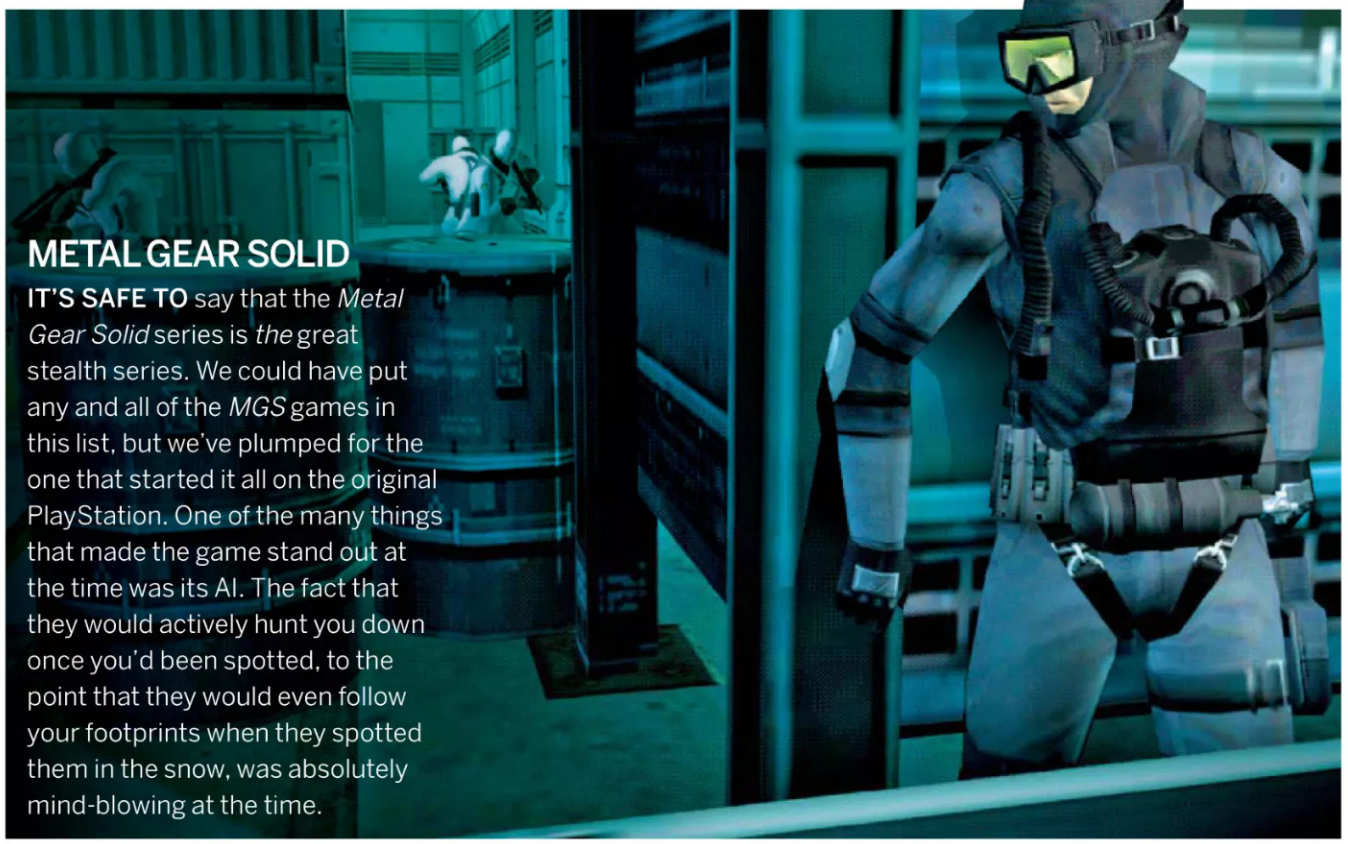
IF YOU'RE GOING to make a stealth game, it makes a lot of sense to let us play as a ninja. We all know that lot love creeping about in the shadows, silently taking out their targets, disappearing in puffs of smoke and other such sneaky badassery. *Tenchu: Stealth Assassins* allowed us to do that as we stepped into the shoes of Rikimaru or Ayame. It was bloody hard, but no one said that being a ninja was gonna be easy.



SPLINTER CELL: CHAOS THEORY

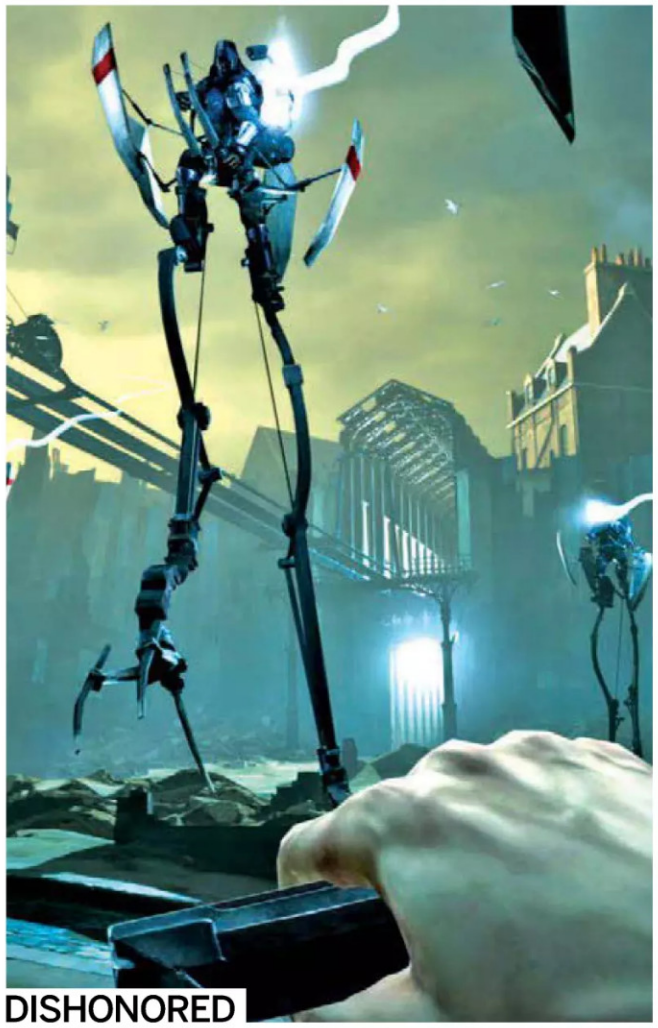
FLYING THE FLAG for the *Splinter Cell* series is its best entry, *Chaos Theory*. You've got to pay attention to both light and sound in this game – ideally taking out lights to obscure enemy line of sight, while also remaining as quiet as possible (unless you want to whisper to foes lure them into a trap, you evil git). You can also run up walls in corridors and suspend yourself high up while enemies pass below and that's pretty cool.

www.imagineshop.co.uk



METAL GEAR SOLID

IT'S SAFE TO say that the *Metal Gear Solid* series is *the* great stealth series. We could have put any and all of the *MGS* games in this list, but we've plumped for the one that started it all on the original PlayStation. One of the many things that made the game stand out at the time was its AI. The fact that they would actively hunt you down once you'd been spotted, to the point that they would even follow your footprints when they spotted them in the snow, was absolutely mind-blowing at the time.



DISHONORED

WHILE YOU CAN play it more aggressively, *Dishonored* is at its best when played as a stealth game. The Blink ability, which enables you to teleport swiftly around the game's environments, gives the stealth system in *Dishonored* a unique feel – it means you can quickly zip to the floor to check the layout of the level before retreating back to the rooftops to consider your plan of attack. In true stealth style, it's possible to complete *Dishonored*'s missions without killing anyone – you can both sneak your way past guards and find an alternative fate for your assassination targets.



DEUS EX: HUMAN REVOLUTION

JUST BECAUSE YOU can play *Human Revolution* stealthily, doesn't mean you can't do badass stuff – like, for example, punch through a wall and take out an unsuspecting enemy who is on the other side, before they know what's going on. Or, using your cloak augmentation to sneak into a security room, hack a computer and turn the enemy's security systems on them. Of course, if you don't want to be an invisible agent of death, you can ghost your way past foes instead. This is a *Deus Ex* game, so, naturally, the choice is always going to be entirely up to you.



MARK OF THE NINJA

IT'S A TRAVESTY that this game never made it to PlayStation, because it's brilliant. It's a 2D stealth game that controls wonderfully, letting you to move effortlessly about the environment and execute your plan of attack swiftly and mercilessly. It's a masterpiece in design when it comes to player feedback, making it clear when you're exposed by bright lights and giving you a clear indication of how the sound you're making will reach and/or alert nearby enemies.



HITMAN: BLOOD MONEY

AS ANY BONA fide *Hitman* fan will tell you, *Blood Money* is the greatest of the *Hitman* games. One of the things that we've always thought was cool about the series is that its stealth is often about hiding in plain sight. In certain areas, you're free to move around freely, blending in amongst the crowds while you scope out entry points. You've also got the potential to don a disguise in an attempt to dupe enemy guards into thinking you're allowed to roam into restricted areas.



ALIEN ISOLATION

IS NOT ONE of the appealing things about stealth games that, in contrast to so many other genres, you *actually* feel vulnerable? Sure, you're usually powerful in your own way, but you can't take enemies on head-to-head and have to use your smarts to deal with that fact. *Alien Isolation* takes that principle to its limit and uses it to create a terrifying experience. In this game, the Alien is the one with all the power and you best not try to take it on, head-to-head or otherwise.

Rising From The Ashes

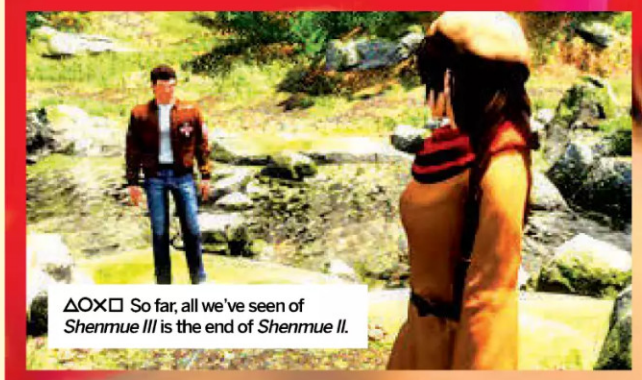
How Shenmue III Became A Reality

We speak to Yu Suzuki and Shibuya Productions president Cedric Biscay about reviving a cult classic

"In 2013, I invited Yu-san to Monaco," Shibuya Productions' Cedric Biscay tells us when we ask how he got to be involved in helping Yu Suzuki make *Shenmue III* a reality. "At that time, we discussed a lot about how we could work together," Biscay continues. "Step by step, we talked about *Shenmue III* in various places such as Tokyo and San Francisco. After two years of negotiations, and many glasses of amazing wine, we finally did it."

Suzuki and Biscay can treat themselves to one more glass to celebrate, because they've done what had seemed to be impossible. At E3 2015, we thought we'd seen the biggest shock of the night when it was revealed that *Final Fantasy VII* was being remade for PS4. We were wrong, because that announcement was followed by the revelation that the cult classic *Shenmue* series is being revived and





△○×□ So far, all we've seen of *Shenmue III* is the end of *Shenmue II*.

www.imagineshop.co.uk





△○×□ Suzuki told us that he's not happy with Ryo's character model and that he'll be changing it before release.

"Fans may well have played their part in keeping Shenmue alive, but whatever you put the revival of the series and its successful Kickstarter campaign down to, it is now up to Suzuki and his team to deliver"

will finally continue the story that was stopped short back in 2001.

That only caveat was that Sony wouldn't be fully funding it. Suzuki was there to introduce the game's Kickstarter, saying he needed our help to make it happen; the fans obliged. *Shenmue III*'s Kickstarter campaign closed on $6.3 million, smashing the $2 million target Suzuki originally set. In the space of a month, *Shenmue III* had gone from being a fantasy – in some cases a punchline, even – to a reality.

"It was completely unexpected and a big surprise," Suzuki tells us when we ask about the response to the campaign (it was the quickest to reach $1 million in Kickstarter history and raked in a record total for a videogame by the end). "I became acutely aware of how the fans felt towards *Shenmue* having waited in anticipation for these 14 years," he continues.

Yet, there's been a vocal fanbase for this cult classic that made that kind of positive response inevitable. They kept the idea of *Shenmue III* alive, even if for a large part of the past 14 years, their calls to save *Shenmue* sounded faintly ridiculous. They helped maintain the series' reputation as a classic, consistently reminded us of what made them special and ensured that *Shenmue* never strayed *too* far into the depths of our memories. In Biscay's words, "if there was no noise about *Shenmue* during these past years, nobody would care about this game except hardcore fans." On the contrary, though, almost everyone has at least *heard* of *Shenmue*, even if they didn't get to experience it for themselves.

Those fans may well have played their part in keeping *Shenmue* alive, but whatever you put the revival of the series and its successful Kickstarter campaign down to, it's now up to Suzuki and his team to deliver. But, deliver what, exactly? 14 years is a long time and videogames have changed a lot since *Shenmue* was pushing the boundaries of what was possible in the medium back in the early Noughties. *Shenmue III*'s budget means we know it's not going to be at the technical forefront of the industry when it releases in 2017, as it was back in its heyday, so what can we realistically expect from the sequel?

"First of all, it's necessary to respect what is *Shenmue*," Biscay says. "That's why Yu-san is the only one in the world able to lead this project. If someone else had to lead the project, I would not be interested in being involved."

For Suzuki, part of respecting the series' legacy is about sticking to the original vision that he had for the game.

"The original story has not changed," Suzuki says. "I am continually thinking how to turn that story into a game." That's an important point, because many had wondered whether getting the unexpected chance to make a new *Shenmue* game would lead Suzuki to condense the overall story that he had originally laid out when he made the first *Shenmue* in order to ensure

that the story would finally come to the conclusion fans have been aching for.

Shenmue's story spans 11 chapters and we're only up to the end of chapter five after two games, which begs the question as to whether one game is enough to finish the chapters we have left. That is what's led to the speculation that Suzuki could, or should, shorten the story to bring *Shenmue* to a close. After all, we've been waiting 14 years to get our revenge on Lan Di and there's no guarantee we'll ever get it if *Shenmue III* doesn't close the story.

While we can't make summations about how the game will finish, there are some clues as to how it will start and some of them were left 14 years ago. The close of *Shenmue II*, during which you wondered through a forest alongside Shenhua, was presented almost as a preview for the next game and what we've seen so far suggests that very much is the case. Everything that has been shown of *Shenmue III* looks to be set in the same wooded area. We may even end up playing through that exact section as a means of setting up *Shenmue III*.



△○×□ Shenhua will lead us to her village at the beginning of the game.

"The close of Shenmue II, during which you wandered through a forest alongside Shenhua, was presented almost as a preview for the next game"

Suzuki isn't explicitly saying whether there will be a *Shenmue IV* or whether *Shenmue III* will be the end, but he has insisted that he fully intends to stick to the plan he already had laid out for *Shenmue*'s plot.

"The initial story line contains 11 chapters," Suzuki says. "I thought about condensing the story, but I thought that necessitated cutting too much of the story out, so I decided not to go that route," he explains. "Many fans really want to see the whole story."

We do indeed. It's just a question of whether we'll get to see the story by the time *Shenmue III* comes to a close.

The game will be set in China and will take place in three locations: Baisha, Choubu and Bailu Village. In Baisha, Suzuki says that we can play out a siege game reminiscent of the Warring Kingdoms. Choubu is described as a watercolour painting come to life, nestled on the banks of the Li River. It will be filled with souvenir shops, hotels, shrines and other locations. The area we will likely visit first, however, is Bailu – Shenhua's home village on the outskirts of which *Shenmue II* ended.

The conclusion to that game introduced mystical elements that are no doubt connected in some way

Back From The Brink

Shenmue proves that a seemingly dead series can come back. We pick the classics we want to see return



Crash Bandicoot

Granted, Naughty Dog's time wouldn't be best spent working on a new *Crash Bandicoot*, but it would be great to see *some* studio tasked with bringing the classic 3D platformer back to life.



Parappa The Rapper

Emblematic of the innovation and breadth of games on the PlayStation was the game that kicked off the rhythm-action genre, *Parappa The Rapper*. We demand to see the patron saint of **Play** return.



Syphon Filter

It suffered a bit from the perception that it was a *Metal Gear* rip-off, but we're not the only ones who were big fans of the original *Syphon Filter*. Now is the time for the return of Gabe Logan.



WipEout

WipEout has been synonymous with PlayStation, so it was a shame to see that relationship die with *WipEout 2048* on Vita in 2012. We can't be alone in wanting to see a resurgence, right?

www.imagineshop.co.uk



△○×□ It's not looking bad, but the days of *Shenmue* as a technological leader are clearly over.



△○×□ Ryo's still got one of the best jackets in videogaming.





to the villainous Lan Di and will help in Ryo's quest to track him down. In what capacity, we don't yet know.

Perhaps a more important question to ask about *Shenmue III*, however, is what we can expect from the game from a mechanical perspective. As we've mentioned, *Shenmue* was at the forefront of game development back in the day, introducing open world mechanics, day/night cycles, QTEs and a host of other elements that were both mind-blowing and innovative at the time, but not so much today.

We don't expect *Shenmue* to do that again. With a relatively small budget to work with and the necessity to cater to fans who presumably want to see something similar to the games that left them pining for a sequel (they've funded it, after all), that's just not going to be possible. Nevertheless, that doesn't mean we shouldn't expect *Shenmue III* to try a few new things, with Suzuki telling us that he will be "taking on new challenges" when it comes to developing the game.

Biscay points out that Suzuki "always bring innovation in his games," suggesting that even the approach that's being taken to getting it funded involves treading new ground.

We're not so convinced on that latter point, but Biscay is right in pointing out that Suzuki's got a pretty good track record when it comes to making games. The only potential issue is that his best work lies in the past, along with the videogame he is reviving.

But, you know what? Even if *Shenmue III* does end up feeling a bit old-fashioned, like a game that should have come out it 2003, we're actually fine with that. We love *Shenmue* and we're happy to get the chance to return to it once again, even if it does end up leaning on our nostalgia. After all, it's the love of the classics that is getting *Shenmue III* made in the first place and we're sure that love will be more than enough for people to enjoy *Shenmue III*, even if it is no longer the innovator *Shenmue* once was.

That said, we never expected *Shenmue III* to get made. That shows you that anything can happen – perhaps Suzuki can surprise us once again and prove that he's still got a few new tricks up his sleeve?

It's going to be some time before we find out, so for now, we've just got our fingers crossed that the fans who helped to make *Shenmue III* a reality get the game they deserve. Just like Biscay, we wouldn't want anyone but Suzuki in charge of delivering on that.



God Of War III Remastered

Extreme Mythbusters



DETAILS

PUBLISHER
Sony

DEVELOPER
Santa Monica Studio

PRICE
£29.99

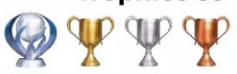
PLAYERS
1

INSTALL SIZE
38.19 GB

AGE RATING
18+

TWITTER
@PlayStation

Trophies 35



IF YOU'VE EVER wondered why it has taken Sony so long to come out with a new *God Of War* sequel, your answer is right here. The first game only actually had a couple of bosses, while the second saw Kratos set his sights a little higher to take down several high-profile figures in Greek mythology. But for the third, the team apparently ripped out the remaining pages of the mythology handbook and taped them all to a dartboard for Kratos to hurl darts of pure anger at. Seriously, he just straight-up murders *so many* people, creatures and gods, effectively leaving nothing left to kill in future games. That's why *Ascension* had to go down the prequel route and that's why its seems like a new mythology will be needed for the series to continue – Kratos already killed off pretty much every Ancient Greek figure of note in this very game.

What that means for the game itself is that it's the most intense and action-packed adventure of the lot, which can't hurt – it's a series built on spectacle and as such, having *more* huge boss battles can only be a good thing in that regard, even more so given the newly enhanced resolution, image quality and frame-rate. It's an excellent port and while there are still a few telltale signs of the game's age in geometry and the odd texture, things like the Kratos character model and slick cinematic presentation can be enough to gloss over a lot of the occasional reminders that this game is over half a decade old.

With that in mind, it still holds up remarkably well in most regards. *God Of War* has never been a showcase for particularly technical combat – it's no *DMC* or *Bayonetta* but neither is it a *Musou* mashfest, rather some odd and brutal middle ground – and there really aren't all that many other competitors on the same scene on PS4, leaving Kratos free to pseudo-mash through regular combat before finishing off trickier foes with suitably vicious QTE kills without the experience ever feeling *too* dated. *Ascension* moved to a more



△○×□ You'd think that Cronos could simply squash Kratos pretty easily. Turns out Titans are pretty stupid...



△○×□ Here's a rare moment in the game where Kratos is not a) shouting at something or b) murdering anyone.



"BLINDED BY RAGE, KRATOS LOSES WHAT MEAGRE DEPTH HE ONCE HAD AS A CHARACTER"







technical combat system based around quick weapon switching and while a similar option does exist here, it's way more primitive and less flexible. Some will tell you this makes *GOW3* inferior, others that the simpler combat is actually for the best – it's really a matter of preference, but the main thing is that it still feels good today, especially when it all comes together in a tough boss battle and you get to tear something limb from limb as a reward for playing well.

Although the original game (and, to a lesser extend, *GOW2*) did a fair job of painting Kratos as a sympathetic character, no amount of retelling of his tragic backstory can do the same for him here. Blinded by rage and hell-bent on revenge, he loses what meagre depth he once had as a character and becomes a one-dimensional maniac

△○×□ **Photo mode is a nice touch, but it's not as extensive as it is in games like *Resogun*.**

whose solution to almost every problem, no matter how trivial, is to hit it until it explodes in a shower of red things. Whether or not this will matter to you will depend on what you want out of a *God Of War* game – if it's just an excuse to see how much Kratos can shout and murder people, or to see all of Greek mythology explored and subsequently destroyed in gorgeous 3D detail, there's no major problem with Kratos' descent into pure assholery.

Without any major overhauls or additions to gameplay or mechanics (outside of a somewhat limited photo mode that is still constrained by the game's fixed camera), the usual remaster mantra rings as true as ever – if you already played *GOW3* on PS3, there's little reason to do so again on PS4 unless your love for the game is strong enough to make slightly shinier graphics worth the price of admission. With only Dante for competition on PS4, though, this is still a great opportunity to experience one of the best pure action games of the last generation, its over-the-top battles and towering bosses just as impressive today thanks to a fresh lick of paint. Wait, what do you mean that red stuff isn't paint? Oh. OH.

Luke Albigés

VERDICT

A superb port of one of the best games in the series. While we look forward to the series returning, this serves as a reminder that Kratos' time in the spotlight is probably over.

8

PlayMag_UK scored **8** for
God Of War III Remastered

Follow our scores on JUSTASCORE

Rocket League

Pro Evolution Soar Car 2015



DETAILS

PUBLISHER
Psyonix Studios

DEVELOPER
In-house

PSN PRICE
£15.99

PLAYERS
1-8

AGE RATING
3+

TWITTER
@PsyonixStudios

Trophies 36



PS4

WELL, PSYONIX REALLY underestimated how much people like free things that are really good. Offering its new game to over 10 million PS Plus subscribers was a nice thing to do, sure, but failing to provide servers at launch capable of supporting even *one per cent* of that total player base concurrently was, to use a parallel from the game itself, an impressive overhead attempt that took a horrible detour and bobbled into the dev's own net. At the time of writing and after several patches and server reboots, it seems as though things are finally working as they should. And that's very much for the best, as *Rocket League* without multiplayer is like a sandwich without bread: rubbish.

To its credit, Psyonix has packed in a decent amount of stuff for solo players to do, see and unlock, the issue here not so much one of content but of discontent with non-human players. Bot AI is, to put it nicely, all over the damn shop and not one of the three difficulty levels available offers a fair or equivalent challenge compared to playing with other people. Rookie bots simulate what it might be like to play the game with a group of crippled chimps; the mid-tier setting works best in general but bots still occasionally just seem to give up or turn heel with a belter of an own goal for no reason; All-Star opponents score with pretty much every touch, making for a frustrating uphill battle against emulated versions of the world's very best players. There really needs to be a fourth setting that fuses fallibility and skill in a more believable manner as without it, there's no substitute for playing with other people and neither AI opponents nor CPU allies can be trusted to not ruin everything in one stupid way or another.

But then again, that's kind of the point. Although the existence of a Season mode might lead you to believe that there's more to solo play than basic bot matches, there really isn't. *Rocket League* is a multiplayer experience at its core and trying to play it in any other way will only lead to boredom and frustration. With a few friends either by your side or in Party Chat, or even with randoms online, it's a different story. Thanks to its simple mechanics, physics-based everything and deeper-than-you-might-think gameplay, *Rocket League* is about as good as skill-based games get. It's not so much football with cars as three-dimensional pool with cars – you can't just hit the shoot button then move your thumb to hover over the Share button just in case here, oh no. Trajectories need to be perfect (or really lucky), high-flying leaps must be expertly judged and finished and your teammates need to know when to chase the ball and when to chase other players. The result is a game where misses are often catastrophic but, on the other hand, one where a perfectly placed finish feels incredible. There's no aim assist, no shot guidance, no racing line... whether you smash home an incredible goal or fluff an aerial shot so badly that it tumbles into your own net, it's all on you. And the game is so much more satisfying for it.

In fact, you'll come to learn the angles and shot types so well that you'll eventually know even before you strike the ball that it's soaring wide of the mark or cheekily bobbling under the last defender. Whereas a heavy reliance on physics-based mechanics tends to make games unpredictable, here it has the opposite effect – make contact perfectly and you can safely turn around and not even watch it go in, because it's all but guaranteed to. Hero saves can



△○✕□ **The ball glows as it crosses the line, a visual clue that there's still time to save it from trickling into the goal if you can get in and hoof it out.**

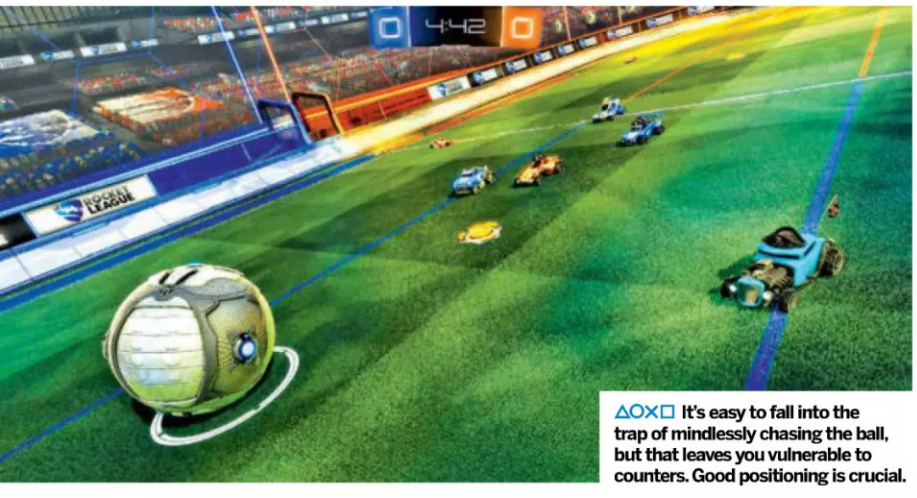


www.imagineshop.co.uk

JUST A SCORE
GIVE YOUR SCORES. FOLLOW OUR SCORES
Download on the App Store

"ROCKET LEAGUE IS ABOUT AS GOOD AS SKILL-BASED GAMES GET"





△○✕□ It's easy to fall into the trap of mindlessly chasing the ball, but that leaves you vulnerable to counters. Good positioning is crucial.

ruin the moment for you in this kind of situation, but all that does is create an equally satisfying reward for playing well at the other end of the pitch. And given how small the pitches are, it's amazing that these cars can even move for all the potential treats and rewards scattered around the confined play spaces.

Given how much stock Sony has put into Share button functionality since the launch of PS4, it's amazing that this should be one of the first games to really make it matter. If you do something spectacular (or spectacularly *bad*), someone in the game is going to put it public before you even know about it. Hell, it may already be too late at that point – given that ESL picked up *Rocket League* in its first week, it's safe to assume that if you're playing online, you're probably an extra in a stream you'll never even see. Saving a great replay in *FIFA* or *PES* is one thing, but sharing a clip where skill alone wins out for you is on another level. That new button is going to see a fair bit of use over your time with this game.

Simple as it may seem, *Rocket League* joins *TowerFall* in the top tier of PS4 multiplayer gaming. It shares some of the same issues, sure – it's practically worthless unless you're playing with other people – but the highs that come when you soar over everyone to knock in a winning goal will make the lows feel like they happened in a different lifetime. Yes, it's a one-trick pony, but you'll want to watch that pony's solitary trick on loop for *years* while spamming 'What a save!' in chat. That can't just be us, right? Phew. And hey, at least it isn't called *Supersonic Acrobatic Rocket-Powered Battle-Cars* any more...

Luke Albigés

VERDICT

The AI is utter junk, the modes are basic and limited and solo offline play is basically worthless. But as far as multiplayer experiences go, *Rocket League* is wonderful.

8
PlayMag_UK scored **8** for
Rocket League
Follow our scores on JUST A SCORE



"THIS IS POSSIBLY THE BEST HANDLING DRIVING GAME ON THE PS4"

F1 2015

Stealing pole position



DETAILS

PUBLISHER
Codemasters

DEVELOPER
Codemasters Birmingham

PRICE
£49.99

PLAYERS
1-16

INSTALL SIZE
20.8GB

AGE RATING
3+

TWITTER
@Formula1Game

Trophies 46

1 2 12 31

PS4

MAKING A GOOD driving game is a difficult endeavour. After all, when your central premise is simply driving around in circles (yes, we're being overly reductive), your gameplay has got to stand up to the test. Restrict yourself even further by sticking to just one class of racing – a la Codemaster's *F1* franchise – and you make life even trickier. Last season, Codies got it emphatically wrong with the downright lazy *F1 2014*, a game released for the wrong generation of console, with less content than previous titles, and that didn't even do the basics well. However, despite our expectations, *F1 2015* is, surprisingly, a resounding success.

Yes, there is no classic content (although you can play the 2014 season again if you like living your life 12 months in arrears) and the safety car feature is conspicuous by its absence again but the latest *F1* title – the first released on PS4 – sticks to the simple stuff and executes it well, producing what is arguably the best racer so far released on Sony's latest console.

The five-year career mode from previous instalments has been resigned to the scrap heap, replaced instead by two styles of championship play, both of which make you play as one of *F1*'s established driving stars. The normal 'Championship Season' is pretty self-explanatory, with customisable AI difficulty and race length, while the new 'Pro' mode is effectively a hardcore version of that, removing the HUD, turning the AI's racing skill up to 11 and forcing you to race from the cockpit cam.

It's designed to be the most immersive *F1* experience yet and, combined with the slick new TV-style presentation, it is, predominantly, well executed although probably doesn't deserve its own selection on the home menu. Hey Codemasters, we *do* know how to adjust game settings, you know...

It's true that *F1 2015* could do with more content. When you've only got 'Quick Race', 'Time Trial' and 'Online' to



△○✕□ This really isn't the ideal moment to check your watch, Lewis...

www.imagineshop.co.uk



△○×□ It was at this moment that Fernando realised he'd left the oven on.



AI provides possibly the most authentic racing experience seen on a console so far, too. Although they're not always the keenest to defend, they actually live up to the name and show some impressive artificial intelligence. Combined with the different tyre strategies, Codemasters' latest title often provides more action than the sport it mimics.

The new voice commands are a neat addition too, allowing you to use a headset to communicate with your race engineer, checking vital stats and keeping an eye on the weather. Voice recognition isn't always perfect – leaving you talking to an empty room like a crazy person – but when it works, it helps you believe that you're a real F1 driver.

One field that *F1 2015* falls down in is the graphics. Close up, like most PS4 games, it's stunning, with a host of beautifully recreated details. However, objects in the distance (including the environments outside the track) don't have the fidelity that we've come to expect of the current gen. The crowd is a bit Flat Stanley and, while aiming for 60fps, the frame-rate isn't always the smoothest, especially at content-heavy circuits such as Monaco. Wet weather effects aren't as stunning as in *Project Cars* either, although when it starts to rain, the dynamic shift is spot on.

If Codemasters can polish the bodywork for 2016, next year's installment could be one of the best racers yet but, as it is, *F1 2015* is well worth adding to the collection, even if you're not a die-hard F1 aficionado.

Josh Barnett



△○×□ Codemasters has injected a needed spark into the *F1* franchise. We'll get our coats...

VERDICT

A few more game modes and features wouldn't have gone amiss but simplicity is key to *F1 2015*'s success. We'd go so far as to say it's one of the best racers on PS4.

8

PlayMag_UK scored **8** for F1 2015

Follow our scores on JUST A SCORE

SHARE

PLAY CHALLENGE



SHARE THESE FEATS, IF YOU CAN...

SPEEDY GONZALES

△ **HEAD TO THE** Autódromo Hermanos Rodríguez in Mexico to beat our time of 1.17.810, using no driver aids.

FIVE IN A ROW

□ **SADDLE UP YOUR** favourite driver and try and win five consecutive Grand Prix in 'Pro Season' mode.

Beaten our trials? Let us know @PlayMag_UK!

try out on top of the main championship you do worry on initial start up that the game's novelty is going to wear thin quicker than a Sebastian Vettel qualifying lap. However, much like *FIFA*, Codemasters' focus on simplicity has allowed it to do the basics really well. This is the first new-gen racer to launch without any major bugs (yes, we're looking at you, *Project Cars*).

Dynamically, the *EGO 4.0* engine is a marked improvement over last year, providing an engaging handling model that rewards skill without feeling intimidating to new players. Codemasters has it easy really, only having to create ostensibly one handling model but this is possibly the best handling driving game on the PS4. What's more, while the latest generation of *F1* cars are about as tuneful as an *X Factor* reject, the engine notes of the three different engine manufacturers have been skillfully recreated. *F1 2015*'s





△○×□ Yeah. This happened. The intro portion of the game features our boy Rory quite a lot.



Rory McIlroy PGA Tour

Golf with even more limits



DETAILS

PUBLISHER
Electronic Arts

DEVELOPER
EA Tiburon

PSN PRICE
£54.99

PLAYERS
1-4

INSTALL SIZE
29 GB

AGE RATING
3+

TWITTER
@easportsgolf

Trophies 29

1 5 13 10

PS4

IT'S PROBABLY BEST for everyone who is even vaguely interested in golf that former champ Tiger Woods has relinquished his stranglehold on EA's golfing games now that he has seemingly forgotten how to play. After all, you wouldn't catch EA sticking Glen Johnson on the cover of *FIFA*, would you? No, this is a new age, with a new figurehead, and yet, a new face has done little to improve this latest *PGA Tour* outing – if anything, it's a step backwards.

We're the first to jump to the defence of golf games. For those of you that are old enough to have had a hangover – golf games are the first step to recovery on a misery-filled Sunday. For those of you that aren't, 18 holes with a couple of mates can spell out a relaxed and enjoyable afternoon. *Rory McIlroy PGA Tour* remains a lovely interlude and a nice break from shooters and even other intense sports games like *NHL* or *FIFA*.

This instalment of the *PGA Tour* franchise has been built in the *Frostbite* engine, which you may remember from the *Battlefield* games. Although this was billed as quite the milestone for the franchise, it has actually caused some problems. For one, texture pop-in is extremely frequent, and in fact this extends to full assets – we were treated to a lovely cutaway shot at one point in which a deer roamed the course, only to see it vanish forever along with half of the landscape. There's even pop-in on the bloody title screen. Madness.

Further to mysteriously disappearing wildlife, it feels like the new choice of engine has knocked a few other things out of whack. Everything is a little jarring, honestly – there are weird pauses and transitions between different screens, there are strange depth of field effects when it cuts to your golfer after he's sunk a putt, and the list goes on. Sure, the courses look pretty, but other than that *Frostbite* has proven to be detrimental.

The problems don't end there. For whatever reason, *Rory McIlroy PGA Tour* only features a handful of courses – a poor spread compared to what previous *PGA Tour* instalments offered. It's baffling that, in this day and age, a franchise could strip itself bare so obviously, despite higher memory capacity and better processing architecture available on PS4. What's worse, the female golfers that have been in the game for a long time are nowhere to be seen here.

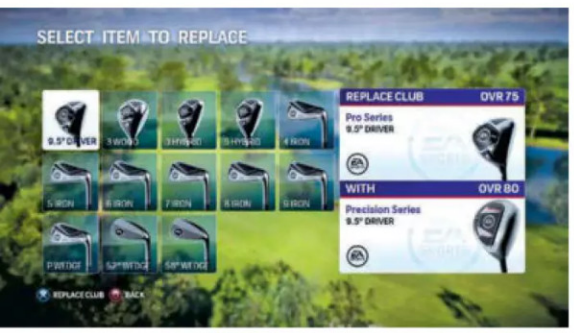
It all screams of a game that's either unfinished, or has been poorly thought-out, case in point being the new create-

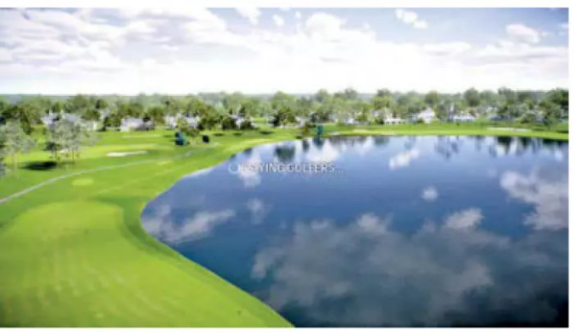


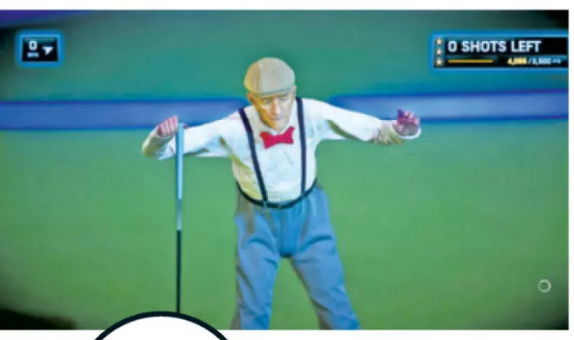
△○×□ We love the fact that EA stuck a *Battlefield* map in the game, but why is every damn hole a par three?

JUST A SCORE
GIVE YOUR SCORES · FOLLOW OUR SCORES
Download on the App Store











△○×□ Despite the lack of content, you won't find a better technical game than here.





SHARE

PLAY CHALLENGE



SHARE THESE FEATS, IF YOU CAN...

IN THE HOLE!

NATURALLY, THE MOST important thing you can do in a *PGA Tour* game is spend *all* of your time trying to get a hole in one.

THREE STAR GENERAL

HEAD DOWN TO the EA Sports Night Club and achieve three stars on every challenge. They start off easy, but don't be fooled.

Beaten our trials? Let us know @PlayMag_UK!

a-pro system that, instead of allowing you to properly customise a golfer as in previous games, plonks around ten really weird preset faces in front of you and forces you to choose. It's a shame, really, as the core mechanics of *Rory McIlroy PGA Tour* are as good as they've ever been. There are three decent gameplay styles to choose from, and whichever one you pick you're in for a technical, well-conceived and well-executed round of golf.

Swings are responsive, wind and weather effects take their toll on your game as they rightly should and the presentation is pretty authentic. When you strip it back to its roots, it plays as well as you hope a *PGA Tour* game would, basically, and there are a couple of other extra features like a deep club selection system (for the real golfers to enjoy – we were baffled, admittedly) and the Night Club, which presents a number of skill games in which you play for stars and buff your character with a variety of over-the-top stats.

There's even a *Battlefield* course, based on the Paracel Storm map, which is lovely touch and an interesting nod to the engine and to EA's wider catalogue. Strangely, it's basically an extended pitch and putt, as all 18 holes are par three, but the thought was there. As it stands, if you're a hardcore golf fan or you just enjoy golf games, you won't be all that disappointed once you hit the course provided you can ignore the game kicking *Frostbite*'s arse, but you'll still come away from *Rory McIlroy PGA Tour* thinking that there should be so much more here when you're paying full price.

Steve Holmes

VERDICT

The core game mechanics and systems are as solid as ever for the most part, but the game engine is wobbly and the sheer lack of content is just impossible to ignore.

5 PlayMag_UK scored **5** for Rory McIlroy PGA Tour

Follow our scores on JUST A SCORE

OR YOU COULD TRY

RIBBIT KING Bored of real golf with real players? Try out this cult PS2 classic with a mate. It's about Frolf, which is golf but with frogs. Utter madness.

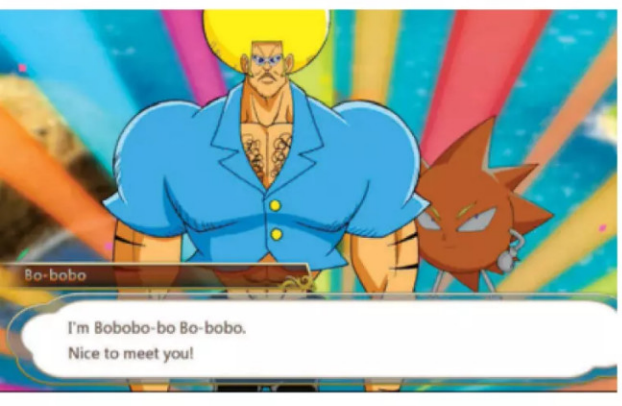


"WE'RE IMPRESSED WITH THE SIZE OF THE ROSTER BUT THE WAY THEY'RE BALANCED? THAT'S A BIT LESS IMPRESSIVE"





△○×□ Getting to the stage where you can activate a team-wide buff, then pulling off a special move, is the highlight of any fight.



J-Stars Victory VS+

Let's Fighting Love!



DETAILS

PUBLISHER
Bandai Namco

DEVELOPER
Spike Chunsoft

PSN PRICE
£49.99

PLAYERS
1-4

INSTALL SIZE
20.45 GB

AGE RATING
16+

TWITTER
@JStarsVictoryVS

Trophies 50

1 | 2 | 7 | 40

PS4

ALSO ON PS3 & VITA

OKAY, HERE WE have something that feels specifically aimed at fans of Shonen manga specifically. While that isn't a surprise (it's what the game is named after), it feels like the game almost backs itself into a corner with the audience it's chosen: some gamers will love the fan service offered up across franchises like *JoJo's Bizarre Adventure*, *DragonBall Z*, *One Piece*, *Naruto* and *Bleach*, but anyone else might find the gameplay to be a bit... well, sloppy.

So, it's a fighting game, in the vein of something like *Smash Bros.* or *PlayStation All-Stars* – you've got a huge roster of playable characters that you can sort into teams and jump into huge battle royales with. We're impressed with the size of the roster – even fairly obscure characters from some of the properties make an appearance – but the way they're balanced? That's a bit less impressive.

Take Luffy – the *One Piece* protagonist. He's fundamentally broken – you have to use Stamina to dash towards your opponent or perform special moves. If Luffy burns his full bar (trust us, you'll do it in *seconds*), he's got an ability that lets him refill it almost immediately. This tactic, against someone like Naruto – who has to charge for extra meter – takes all the competition out of the game. We practically walked through the new Arcade mode with Luffy. That's not fun.

The game also feels quite lazy – we can forgive the lack of English translation of voiceovers of any sort, but the tacked on Adventure modes just seem composed with a distinct lack of effort. These short crusades see you explore a world map as a ship, balancing an ever-changing roster of rag-tag heroes in an effort to win a tournament. That's as deep a narrative as you're going to get with *J-Stars*, but that isn't why you turned up, right?

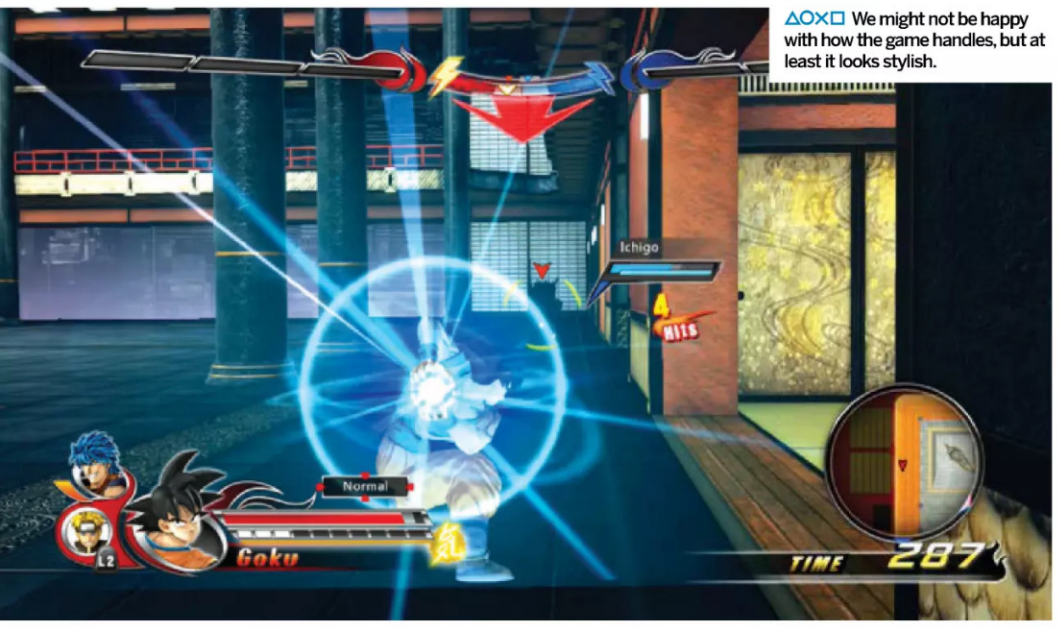
OR YOU COULD TRY

PLAYSTATION ALL-STARS It's not going to live up to *Smash Bros.*, but if you want a party fighting game, this is the best option you've got on PlayStation.

www.imagineshop.co.uk

JUST A SCORE
GIVE YOUR SCORES · FOLLOW OUR SCORES
Download on the App Store





△○×□ We might not be happy with how the game handles, but at least it looks stylish.





△○×□ There are 39 playable characters in the game, with an extra 15 supporters. They're not *all* clones, promise.

If you can get past the game-breaking imbalance (and why wouldn't you, in the name of *fun*), *J-Stars* actually holds up alright – pulling off character-specific combos and special moves genuinely slapped a stupid grin across our faces on more than one occasion, and some of the arena-breaking 'Ultimate Attacks' that act as finishers are spectacular in their execution. Our one niggle with the general system is the 'invulnerability' mechanic – knock someone down, or break a combo, and they'll get about three seconds of protection.

This is where character imbalance once again rears its ugly head: for those that can infinitely chain combos, this invulnerability can be side-stepped by simply not letting the enemy touch the floor. For characters like Goku (and *many* others), though, you simply have to learn to live with this arrhythmic stumbling block.

The local co-op modes are okay, but you can quickly get lost in all the madness in split-screen. The game's multiplayer really shines online – weird, right? It's actually built on really strong netcode, and the online suites themselves are really well designed. We can assume this is because of the influence *Tekken* and *Soul Calibur* has had on Bandai Namco as a publisher.

The English release of the game has also been gifted an Arcade mode – something missing from the original release – and that's the best showcase of what the game offers. We spent the majority of our time making IP-specific teams and running through the fights, enjoying the stupid patter that ensued.

If you're after some over-the-top brawling and incessant banter about power, food and having a crush on someone, *J-Stars* is for you. If you're after a good fan-service fighter, it's not the worst game out there. If you're after a fighter with good mechanics and technical gameplay... you should probably run as fast as you can. Well, until your Stamina bar runs out anyway.

Dom Peppiatt

VERDICT

There's a good game hidden in here somewhere, but believe us when we say it's been buried pretty well and we're pretty sure that it's not going to surface any time soon.

6 PlayMag_UK scored **6** for J-Stars Victory VS+

Follow our scores on JUST A SCORE





GOTTA GET 'EM ALL

△ **IF YOU'RE GOING** to buy this game, you owe it to yourself to net the Platinum Trophy. It's really not that hard to do.



PERFECT!

□ **COMPLETE A MATCH** without getting hit. It's easier than you think, once you get used to the loose and lazy combo system.

Beaten our trials? Let us know @PlayMag_UK!



The Vanishing Of Ethan Carter

"I see dead people"



DETAILS

PUBLISHER
The Astronauts
DEVELOPER
In-house
PSN PRICE
£15.49
PLAYERS
1
INSTALL SIZE
4.6GB
AGE RATING
18
TWITTER
@TheAstroCrew

Trophies 14

0 1 1 12

PS4

WE FEEL THAT games like *The Vanishing Of Ethan Carter* are increasingly rare. Forget about mini-maps and objective markers, tutorials and waypoints; *Ethan Carter* is a game that sets you loose in its stunning world with barely any explanation of why you're there, where you should be going, what you're supposed to do or how to do it.

It doesn't take long playing the game to remember what's appealing about being placed in a position where you have to explore and discover things for yourself, rather than following waypoints. Having to actually learn how to get around in the game's beautiful landscape helps to create a connection with the place that just wouldn't be there if you always had one eye on a map. It's particularly important for a game like *Ethan Carter*, too. This is fundamentally a mystery story and keeping the world opaque by insisting on providing the player with little help or information is an excellent way of ensuring that mystery permeates every aspect of the game. You don't know what's round the next corner, how far you must travel to get there or where the story is taking you, and that's part of what makes the game appealing.

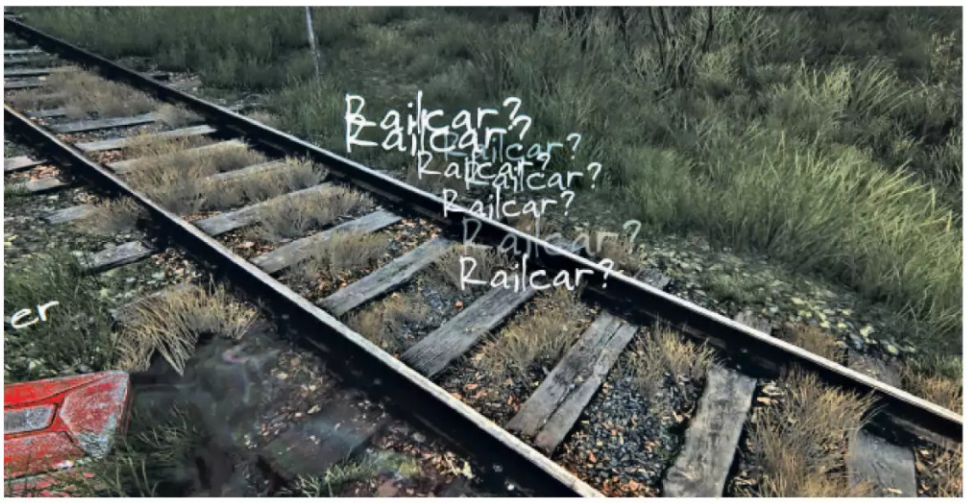
"THERE'S MORE GOING ON THAN IS APPARENT, AS YOU'LL DISCOVER AS YOU MOVE TOWARDS THE GAME'S END"

All you do know when you start playing is that you are Paul Prospero, a supernatural detective who has arrived in Red Creek Valley, Pennsylvania after receiving a letter from Ethan Carter, a young boy who is in trouble. Very quickly, you discover a body and it becomes apparent that solving that murder and others like it is going to be key to learning about what's happened to Ethan. Again, the game doesn't tell you that – it just presents things to you in a way that makes following the steps towards uncovering what happened intuitive.

One way in which *Ethan Carter* does this is through its UI. Words appear suspended over key items, floating thoughts and speculations about why they're there and what they were used for forming and dissipating upon your first investigation. This serves the purpose of tagging what's important and gesturing towards some possibilities without telling you anything. It's then up to you to piece the scene back together.

Ethan Carter's subtle signposting isn't always perfect – we hadn't grasped one key mechanic early on and did quite lot of aimless roaming before the penny dropped, for example. It could be argued that extra dialogue here or there would address such issues, but even so, we would suggest that the possibility that the player could miss something is worthy price to pay, because the game would lose what makes it appealing if it spelled everything out for you.

Even if you do get stuck, it's unlikely that will last for long, because it's evident that story is of primary importance to the game and all its puzzles are fairly simple as a result of that. We would have liked later puzzles to have been more in-depth, because it feels like there is a potential in the systems that the game

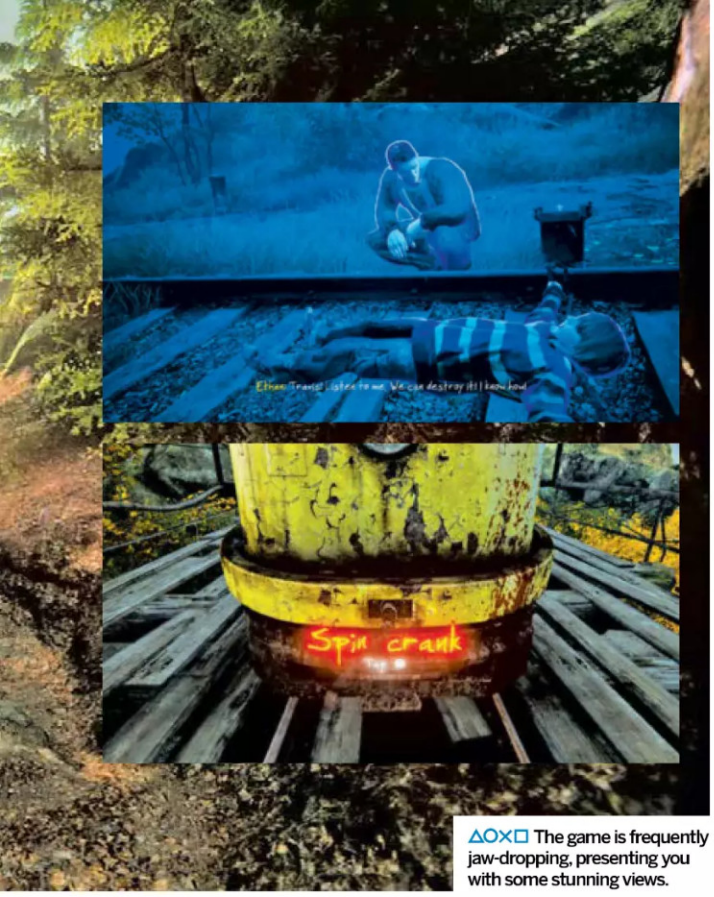


OR YOU COULD TRY

ETHER ONE If you want a mysterious first-person puzzle game with a bit more challenge, you could go for *Ether One* and try to solve all its optional puzzles.

www.imagineshop.co.uk

JUST A SCORE
GIVE YOUR SCORES · FOLLOW OUR SCORES
Download on the App Store



△○×□ The game is frequently jaw-dropping, presenting you with some stunning views.



△○×□ You'll often find some rather odd things that you perhaps won't expect in the world of *Ethan Carter*.

gives you to solve its puzzles that is never realised. Still, those systems are original enough that they make the game's puzzles satisfying to solve, even if they can be very simple.

Outside of those puzzle sections, you'll also come across a series of diverse vignettes through exploration that can prove to be delightfully surprising. These sections hint at the idea that there's more going on here than is initially apparent, as you'll discover as you move towards the game's end. They're indicative of the way the game blends fantasy and reality and mediates on the process of imagination and storytelling.

Ethan Carter is a bold game with a commitment to design principles centred on discovery and confident execution of mechanics put in place to eschew the need to direct players in the way that modern videogames so often tend to do.

A great piece of genre fiction with some interesting moments, this game has left us eager to experience whatever story developer The Astronauts is planning to tell us next.

Paul Walker-Emig

PS4: THE BEST PLACE TO PLAY

UNREAL
The PC version of *Ethan Carter* was built in *Unreal 3*. The PS4 port has been rebuilt in *Unreal 4* and it looks stunning.

FAST TRAVEL
There's potential to do some backtracking after you've finished *Ethan Carter*'s main story. The PS4 version has added fast travel to make that easier.

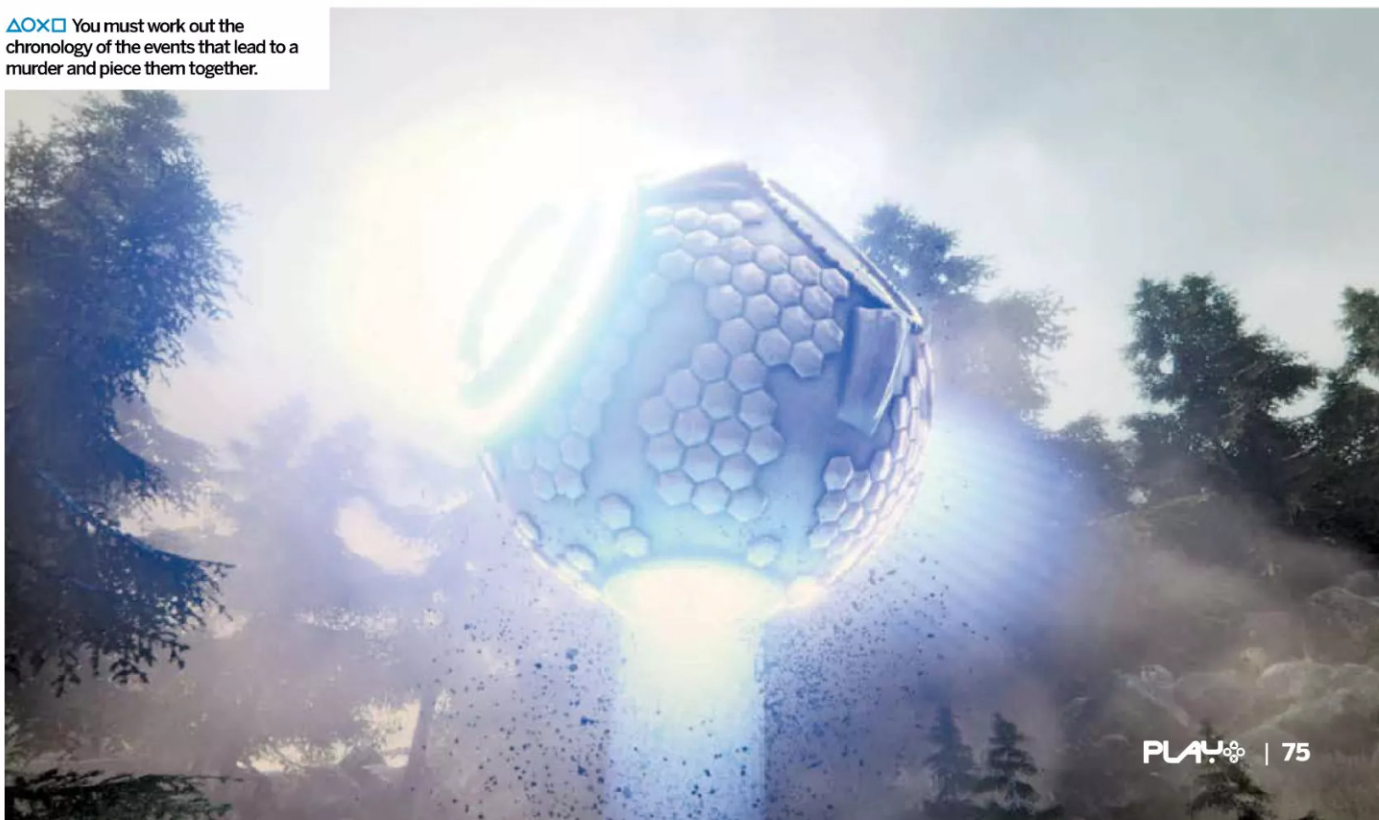
VANISHING PROGRESS
The PC version of the game has been criticised for its confusing save system. That's been fixed on PS4.

POWER OF PS4
"By knowing exactly how much RAM we have, we were able to set the game in a way that eliminates any data-streaming stutter or hitching," said The Astronauts.









△○×□ You must work out the chronology of the events that lead to a murder and piece them together.

VERDICT

A confident and intriguing story game with a interesting paranormal puzzle mechanic that actually trusts you to work things out for yourself rather than hold your hand.

8 PlayMag_UK scored **8** for The Vanishing Of Ethan Carter
Follow our scores on JUST A SCORE

REVIEW ROUND-UP



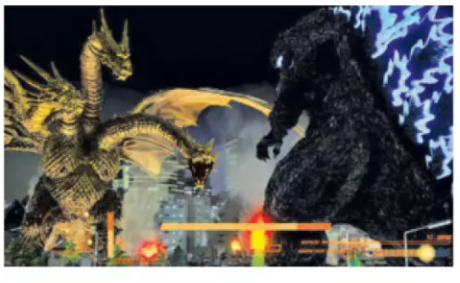
GODZILLA [A] MUST be intended as some kind of joke. Certainly, we found ourselves laughing at how bad it is now and then. Most of our time with *Godzilla*, however, was spent staring dumbfounded at this steaming pile of garbage, wondering how the hell anyone could muster the gumption to demand full price for a game that you'd have to *pay us* to play again. If it can make *this* a success, Namco Bandai's next move may as well be to persuade people to pay to have boiling water thrown on their crotch, because it will have proven itself a master of getting cash for something no sane person should ever pay for. So, what's wrong with *Godzilla*? Firstly, you never get the sense that you're a hulking monster crashing through a city. Rather, it feels like you're a man dressed in a suit at Legoland Windsor. Only it takes longer to get anywhere and you don't get to experience the painful act of stepping on Lego to make you feel something other than crippling boredom. In fact, if you *did* decide to go on a rampage through Legoland (and we're not suggesting you should) you'd probably be more convinced that you're in a real place by those miniature blocky structures than you will be by *Godzilla*'s awful graphics. There'd also be some sense of danger – you're liable to get speared by a security guard at some point – which is more than can be said of *Godzilla*, where you quickly realise you can pretty much ignore the military forces that are trying to take you down in each stage of the game's main mode as you wail on generators in each level over and over again. Can battling Battra, Space Godzilla and Rodan save it? No, because combat is awful, just like everything else in this game.

> "MOST OF OUR TIME WITH GODZILLA WAS SPENT STARING DUMBFOUNDED AT THIS STEAMING PILE OF GARBAGE"

We'd like to move on to talk about something a lot more positive, but unfortunately, we've now got to tell you about **TEMBO THE BADASS ELEPHANT [B]**. In fairness we wouldn't say that the game's as bad as *Godzilla*, but we would say that the best thing about it is its name. The game is a 2D platformer in which you control a commando elephant that it seems you're meant to guide to the end of the game's levels as quickly as possible. We say, 'seems', because though the game is structured with an optimal route, it controls badly enough that you sometimes question whether that is actually the intention. There's some fun



△○×□ Not only does it look terrible, but *Godzilla*'s stages are tiny, restrictive and, above all, boring.



www.imagineshop.co.uk



△○×□ We don't have a lot of good things to say about *Tembo*, but we do like the cartoon art style...

to be had barreling through obstacles and smashing your way through buildings early on, but that novelty very quickly wears off to reveal the sub-par platformer that *Tembo* really is. The game is built to encourage replayability with hostages hidden through its levels and scores to hit to unlock new stages, but the game just isn't compelling enough to make you want to go back and replay its stages.

Moving on to a series that *has* been successful in creating a compulsion to keep replaying its stages to do better, *Trials Fusion* has just got itself an update in the form of **AWESOME LEVEL MAX [C]**. How worthwhile the update is depends on what you already own. There is an *Awesome Level Max* edition of *Trials Fusion* that includes the main game, a season pass for previously released DLC and the new *Awesome Level Max* content. If you've enjoyed *Trials* in the past and haven't played *Fusion*, for whatever reason, it's an excellent package that's going to give you loads of superb content to play with. However, if you've already got *Trials Fusion*, you can also buy *Awesome Level Max* as a separate piece of DLC. In that instance, the value it's offering is less obvious. The DLC's headline attraction is a bizarre story-based set of levels in which you ride a unicorn as a cat. The levels aren't





going to present any kind of challenge for *Trials* veterans, so the appeal is going to lie in how long you think seeing a cat riding a unicorn is funny for – it's transparently a throwaway novelty that doesn't really do anything to make us want to recommend it. Alongside that, *Awesome Level Max* includes Red Lynx Vs All-Stars, a mode that pits tracks designed by the Red Lynx team against the best user-created levels. Though there is far more substance to be found here, we're still hesitant about recommending it as a piece of DLC unless you simply must play all things *Trials*.

What a pleasure it is to be able to end this round-up with a game about which we can be unequivocally positive, courtesy of the release of **JOURNEY [D]** on PS4. Coming as a surprise to



△○×□ 'Cat riding a unicorn' sounds far better as a concept than it is in practice.

absolutely nobody, a game that was excellent on PS3 is still excellent on PS4. There's great news if you already own the game on PS3, too – upgrading to the PS4 version is free, meaning you get to experience one of the PS3's best indie games a second time, for nothing! If you *didn't* play the game first time around, we highly recommend you give it a shot now that the game has hit PS4. It's a beautifully constructed and wonderfully paced experience with one of the most awe-inspiring scenes you can experience on a console, courtesy of a wonderful art style, heart-achingly beautiful lighting and Austin Wintroy's masterful soundtrack. The game looks better on PS4 too, running at a native 1080p and at 60fps (though let's be honest, it never looked *bad* on PS3). Add to that the game's innovative approach to multiplayer and you've got yourself a title that everyone should play.

△○×□ *Journey* looks absolutely spectacular at 1080p on PS4.





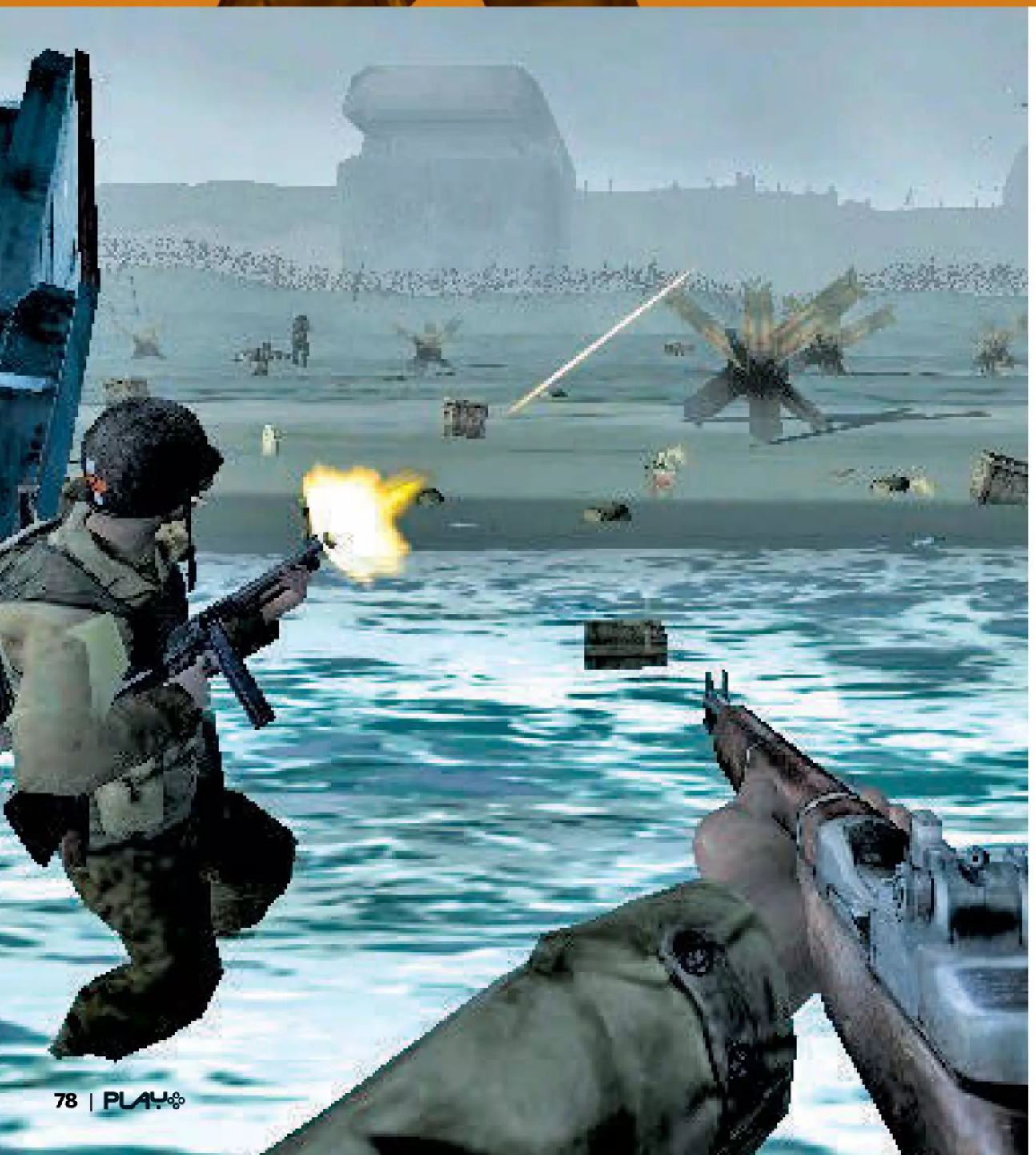
PLAYSTATION CLASSICS #17

PUBLISHER EA | **DEVELOPER** DREAMWORKS INTERACTIVE | **FORMAT** PLAYSTATION 2

RELEASE DATE JUNE 7 2002 | **PLAY SCORE** 98% | **METACRITIC SCORE** 88/100

The Making Of... MEDAL OF HONOR FRONTLINE

Ed Smith learns how DreamWorks Interactive plundered the beaches at Normandy, the streets of Holland and the limits of the PlayStation 2 to create an era-defining first-person shooter



The D-Day sequence of *Medal Of Honor: Frontline* is known as one of the most famous missions in shooter history, but it was actually a late addition to the game. Enchanted by the success of *Medal Of Honor: Allied Assault*, a game for the PC which had also featured the Normandy landings, executives at EA insisted *Frontline* open with a bang. But until then, the game was focused more on traditional *Medal Of Honor* levels, the kind of low-key, espionage, behind enemy lines type setups that had proved successful on PlayStation. So, to make D-Day work on PS2, EA sent over Brady Bell, the designer who had helped craft *Allied Assault*.

"The goal was simple," Bell explains. "Get as close to the *Saving Private Ryan* and *Allied Assault* D-Day experiences as possible, but on the more limited hardware. We focused on delivering new, iconic moments that nobody had seen on the PS2. The *Allied Assault* team, for example, steered clear of the underwater element of *Saving Private Ryan*, so we went right after it. It was masterfully pulled off by art and engineering."

There was resistance, however, from the *Frontline* team. EA, once a hands-off publisher, was gradually taking control of the *MOH* franchise, leading it away from DreamWorks Interactive and towards more corporate sensibilities. Outside interference was treated with caution.

"The *Frontline* team wasn't thrilled with anyone messing with their recipe and I didn't blame them," says Bell. "But the climate had shifted dramatically. DreamWorks was very artist-friendly and creatively driven. Electronic Arts was a different beast..."

www.imagineshop.co.uk



△○×□ Your objectives ranged from sabotaging Nazi technology to rescuing civilians in Holland.





"I fought putting D-Day at the beginning," explains *Frontline*'s creative director, Christopher Cross. "It makes a shitty first level. I mean, it's great spectacle, but it's not the best teaching level. I wanted it to be brutally f**king hard. D-Day was absolutely no joke and I feel like what we shipped was watered down. But in hindsight, it was the right decision. It opens up the game with a bang, and it's also the only non-spy mission."

Described by Brady Bell as *Medal Of Honor*'s 'secret sauce', Cross had guided the *MOH* series from its humble beginnings, working with lead designer Lynn Henson to deliver first the original *Medal Of Honor* and then *Medal Of Honor: Underground*. But now, working with the PlayStation 2, and a much more demanding publisher, Cross faced fresh challenges.

"On PSone, we could have maybe four entities, say four enemy soldiers, on-screen at a time," explains Cross. "Here we were going up to something like 12 or 16. A tank, however, would take up four of those slots, so a lot of the game is smoke and mirrors. There's one place for example where you see Allied soldiers run around a corner and get hit by a tank shell. But obviously we couldn't have the tank be in game at that time, because of the entity limit. So, the way it's scripted is a shell just spawns in from nowhere to hit those guys – the tank doesn't exist until you turn the corner."

The PS2 also signalled a change in *Medal Of Honor*'s level design. In the original games, to combat the PlayStation's lower memory and rendering speeds, missions were set either indoors or at night, eliminating the need for both skyboxes and large open spaces. But *Frontline* was to be a much bigger game, taking place across not just Nazi installations, but French battlefields and Dutch towns. The entire level creation process had to be refined.

"On *Medal Of Honor* on PSone, we basically made a corridor shooter and then took off the roof," explains Cross. "On *Frontline*, each mission had its own artist and designer, and I'd put down

"I WANTED IT TO BE BRUTALLY F**KING HARD. D-DAY WAS ABSOLUTELY NO JOKE"

BLUFFER'S GUIDE

Everything you need to know in five facts



1 It's a World War II first-person shooter, set primarily in France and Holland.



2 It's renowned for its D-Day level, which is heavily inspired by *Saving Private Ryan*.



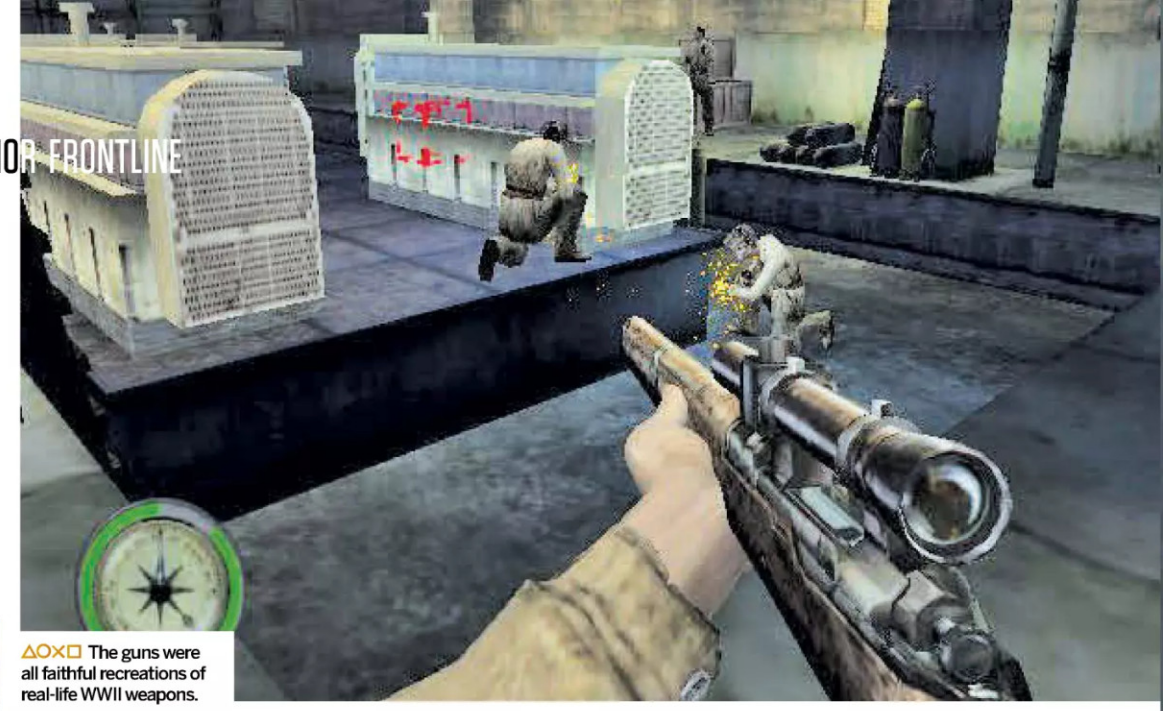
3 Along with *Red Faction* and *Agent Under Fire*, it was one of the earliest FPS games on PS2.



4 It was scored by Michael Giacchino, who went on to compose the score for *Jurassic World*.



5 Many *Frontline* designers would go on to work on the *Call Of Duty* series.



△○×□ The guns were all faithful recreations of real-life WWII weapons.



STANDOUT MOMENT

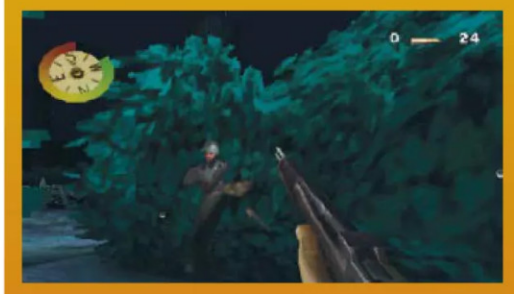


ARNHEM KNIGHTS

Medal of Honor: Frontline's other classic level

Though D-Day will always be *Medal of Honor: Frontline's* most spectacular moment, Arnhem Knights, a later level set during the Allied invasion of Holland, better demonstrates what the original *MOH* games were best at. Using the tragic history of Operation Market Garden as a backdrop, and featuring a melancholic orchestral score by Michael Giacchino, Arnhem Knights, better than perhaps any level in any shooter, drives home the pain and sadness of World War II. You accompany a team of British commandos, battling through the streets of the Dutch town. But you're constantly aware that their cause is fruitless. The Allies lost this fight, and ultimately the troops alongside you would have either been captured or killed.

FURTHER READING



OLDER – MEDAL OF HONOR

One of the earliest FPS games on PlayStation, DreamWorks' classic shooter set the bar for *Underground*, *Frontline* and dozens of war games to come.



NEWER – MEDAL OF HONOR: WARFIGHTER

A illustration of how far the *MOH* series has strayed from its original idea, this shooter has much more in common with modern *Call Of Duty* than DreamWorks' vision.

bullet points to say what absolutely had to be in each mission. It was very collaborative.

"Each level took a couple of weeks to lay out. After that, we'd work on how enemies were being placed. I'd ask designers to think about where the guards were coming from, what they were doing in that area, where they lived. It was never about making just a direct combat setup – people couldn't just be standing there. If you look at the three guys sat around the campfire in the Dutch field level, they're just hanging out. If you go to a three man machine-gun nest and shoot the gunner, the feeder will move into his position. And if you shoot the feeder, the spotter will move into his position. These guys have a job.

"Plus, we made three or four animations that were just guys who were moving their hands – I used to call it 'making dough'. We'd set them on routes around an area and have it so they would 'make dough' at three or four places. Just that little bit of extra thought helped set up the world as if it was alive."

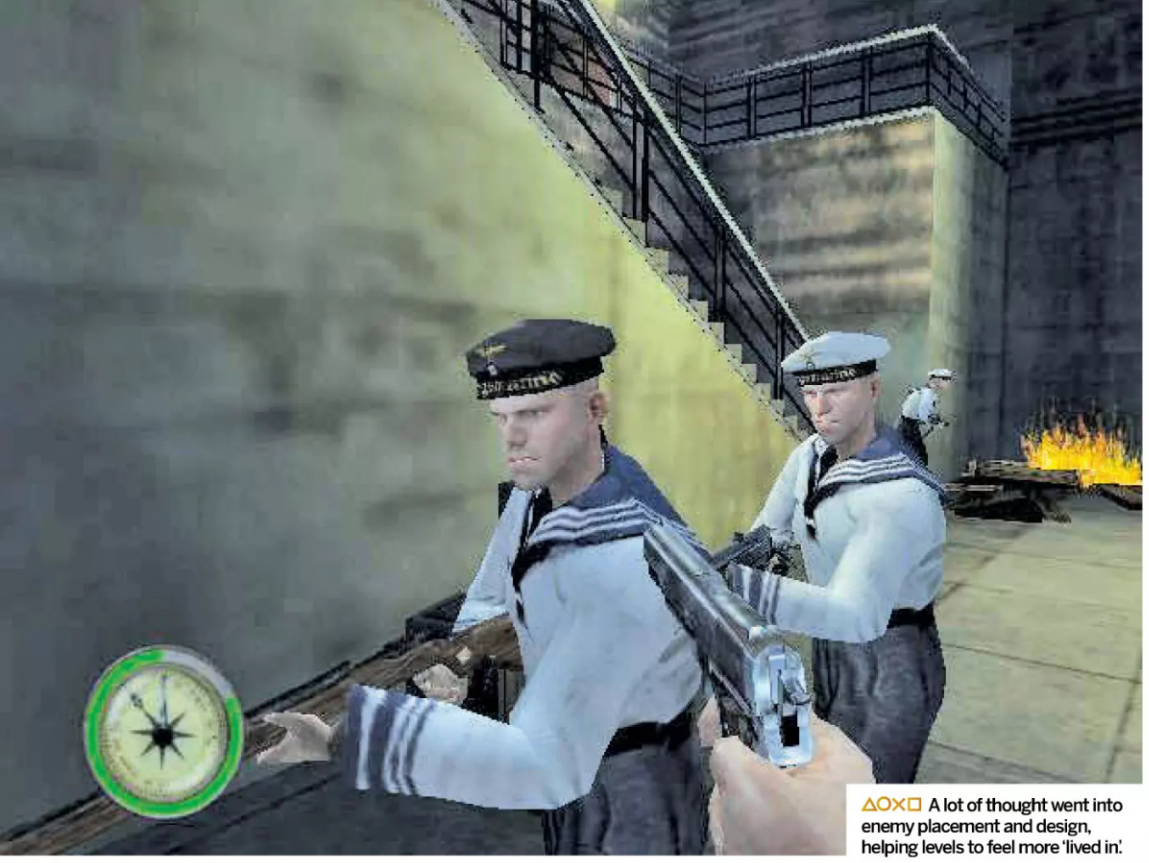
Determined to capture at least part of the tragedy of World War II, over two years, and with a team of around 60, DreamWorks Interactive fought to balance action and sobriety, using subtle means to create a game slower, more sombre and more intimate than typical shooters.

"Our artist modelled 18 different heads," explains Cross. "We also randomised the enemy's gear. Plus, all the deaths were hand animated – it took a significant amount of time, but those animations meant that when you hit somebody, you could subconsciously feel it, and that became one of our tonal pieces. You don't get that kind of thing now. The guys just popcorn spawn or have the same head, or their heads are covered, and they just feel like Stormtroopers."

Medal of Honor: Frontline launched in Europe on June 7th, 2002, one day after the anniversary of D-Day. It was a huge hit, but as Bell had first noticed when he was brought over from *Allied Assault*, the climate had changed. Copying *Saving Private Ryan* – chasing the spectacle – had proved successful and when it came to the next *Medal Of Honor* outing, EA, which by now had purchased DreamWorks Interactive from under Steven Spielberg, would be heard.

"When we started *Rising Sun*, the first question from marketing and corporate, was 'what's your D-Day?'," says Cross. "My initial response was 'not D-Day.' We were going to

www.imagineshop.co.uk



△○×□ A lot of thought went into enemy placement and design, helping levels to feel more 'lived in.'

FOR MORE ON CLASSIC GAMES, CHECK OUT
Videogames Hardware Handbook
ON SALE NOW
AVAILABLE FROM ALL GOOD NEWSAGENTS & SUPERMARKETS, OR ONLINE AT WWW.IMAGINESHOP.CO.UK



"THE LAWSUIT SEEMED AN ATTEMPT TO SCARE OFF PUBLISHERS"

go back to *Medal Of Honor*'s roots. Everybody else was going to go big, so we should have taken the other path – go intimate and find something else to celebrate. But they turned around and said 'Pearl Harbour!' I really didn't want to do it, but by the end of *Frontline*, the corner had been turned."

And it wasn't just the politics at DreamWorks, now re-dubbed EA LA, that had notably changed. *Allied Assault* had been directed by two then-unknown developers named Jason West and Vince Zampella. Shortly after, they'd split to form their own studio – Infinity Ward. *Call Of Duty* was coming to life. And frustrated by EA's domineering presence, plenty of *Medal Of Honor* staffers were more than ready to jump ship to a new studio.

Tony Rowe was the creator of *Frontline*'s fourth mission, where players infiltrated a moving Nazi train, but soon after the game hit store shelves, Rowe found himself somewhat at odds with the new EA regime. "Morale was very low after *Frontline* completed," says Rowe. "And then, at the end of the year, I was shocked to see that my annual bonus cheque was sliced in half – when EA took over the studio, they cut all the game designers' bonus percentages.

"I had worked with a great team making amazing games, but now we were under a management that referred to us as 'fungibles.' It's hard to work for someone who describes you like that. So, some of us got the bright idea that our team would work best without EA. We never discussed a word of this at the studio, but we met on our own time."

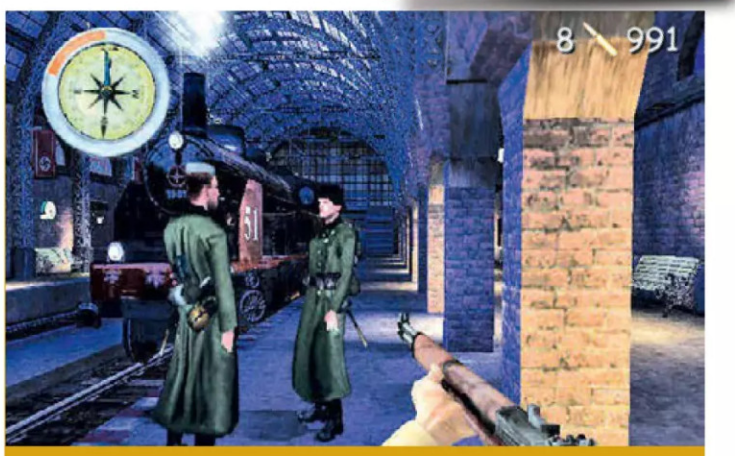
Rowe and 25 other *Medal Of Honor* team members eventually departed to form Spark Unlimited, a sister studio to Infinity Ward, under Activision, which would work on console *Call Of Duty* games.

"A few days later," continues Rowe, "I was served papers saying that I and a number of other Spark employees were being personally sued by EA. The lawsuit seemed mainly an attempt to scare off publishers from funding us, but Activision didn't flinch and helped us fight it, and after about one year, the case was thrown out of court."

Spark would go on to create *Call Of Duty: Finest Hour*, *Turning Point: Fall of Liberty* and *Lost Planet 3*. Bell stayed on the *Medal Of Honor* series until 2007's *Airborne*, while Cross departed around 2006, and would eventually direct *Warhammer 40,000: Space Marine* and *Homefront*. It was on the development of *Frontline*, though, that a tectonic shift in shooters occurred. Aspiring towards spectacle and action, West and Zampella, on *Allied Assault*, had emulated movies for their D-Day section. The success of that had dripped through EA, into *Frontline*, eventually changing the direction of the entire *Medal Of Honor* series. Frustrated, a lot of core DreamWorks staffers had left, but in a twist of irony, they ended up assimilated into the *Call Of Duty* machine – the West and Zampella approach to design, which had subtly corroded *Medal Of Honor* and the vision for more intimate war shooters, ended up stronger than ever, and continues to reign to this day.

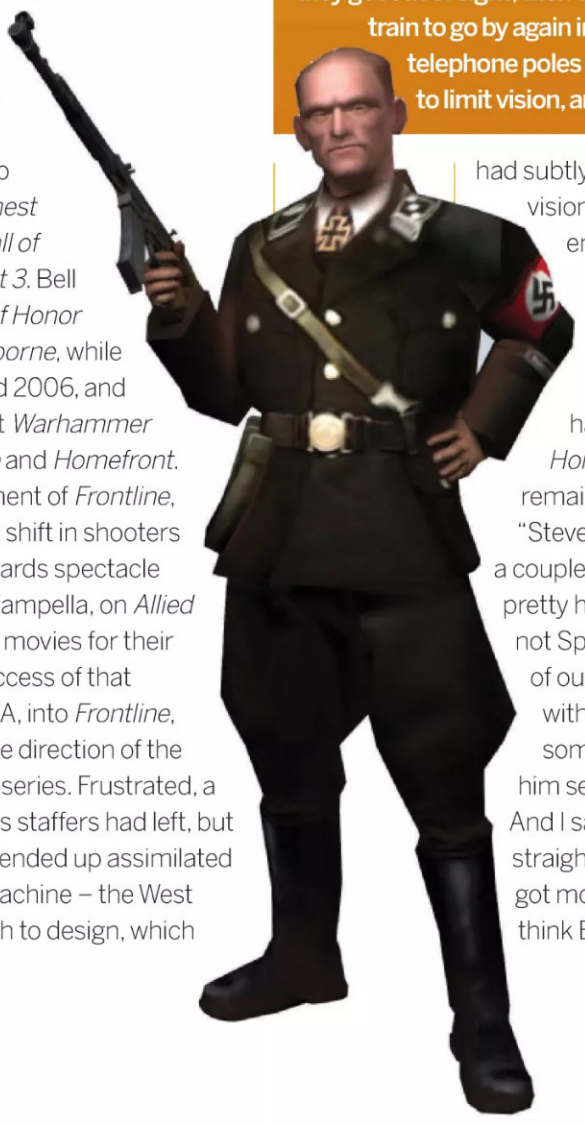
Slowly and quietly, the explosiveness-driven, publisher controlled model for war games had come to fruition. *Medal Of Honor: Frontline*, for all its greatness, remains somewhat bittersweet.

"Steven Spielberg came to see *Frontline* a couple of times," concludes Cross. "It was pretty hard to get through the entourage – not Spielberg's entourage, the entourage of our own execs. But I had a meeting with him a few years later about something else, and we talked about him selling DreamWorks Interactive. And I said, because I have always been straight with him: 'I think you should have got more for that company than you did. I think EA cheated you.'"



TRAIN IN VAIN

Riding Out The Storm, the level set aboard a moving train, proved difficult to create using PlayStation 2 hardware – designer Tony Rowe had to come up with a very neat trick. "The game's engineers deemed that creating code to support a level on a moving train would be impossible. So, I had to find a way to move that train even if it meant moving the entire planet. Which is exactly what I did. I asked my level artist to create a set of terrain pieces that looked like a small, valley with a pair of train tracks running through the middle. Then I scripted each terrain piece to move past the train until they got out of sight, then teleport back near the front of the train to go by again in a continuous loop. We added telephone poles and fog, both for atmosphere and to limit vision, and the illusion was complete."



PLAY PLUS

EXTENDED PLAY • DLC • MULTIPLAYER • TROPHIES • VIDEO

84 EXTENDED PLAY METAL GEAR SOLID
86 HOW TO MASTER TRIALS FUSION
88 PS PLUS TROPHY GUIDE
90 INSTANT GAME COLLECTION
91 VIDEO CHANNELS



INTERVIEW

A WHOLE NEW WORLD

Kingdom Hearts III director Tetsuya Nomura discusses the key to the series' success

Why did the main *Kingdom Hearts* games skip the PS3 generation?

There wasn't a specific intention to skip a generation other than *Kingdom Hearts* being on a console has a very high bar to reach. Fans who love the series would want something even greater than *Kingdom Hearts II*. Unfortunately during that period I didn't get the chance to start on a project that big and other key developers were working on other projects. We needed to get our experience and polish our skills at creating *Kingdom Hearts* games so that there was a proper preparation for a big title like *Kingdom Hearts III*. It just happened that this preparation took the life cycle of the PS3.

Since you switched engine, did it take you a long time to adapt to that new tech or was it a smooth transition?

The transition was quite a process. We pretty much had to start from the ground again. We had to make sure that we could recreate our key effects in the *Unreal Engine* and that the effects we specifically needed for *Kingdom Hearts* could be adapted. We were also developing a *Kingdom Hearts*-specific shader and we had to make a lot of adjustments so we could use that shader on the new engine. That goes a long way to explaining the long distance between the announcement and now, when we're able to reveal more information about the game.

> "THE TRANSITION WAS QUITE A PROCESS. WE PRETTY MUCH HAD TO START FROM THE GROUND AGAIN"

Has the relationship with Disney changed with the first game? Disney is very franchise-oriented and keeps its IPs alive – you'll never see the 'final' *Mickey Mouse* story. Is there a pressure to keep *Kingdom Hearts* going forever or will it end?

The discussion of the end of *Kingdom Hearts* has never come up between me and Disney, so I don't know what their intentions are. But while creating *Kingdom Hearts*, with each generation I think to myself, 'this should be something that can't be accomplished by just Disney'. It has to be something uniquely *Kingdom Hearts*. So it's a matter of how long can I keep creating for *Kingdom Hearts*! I don't know if the fans would enjoy it as much if it was just Disney, if it wasn't a combination of Disney and my own creativity.

Disney has a big franchise with *Disney Infinity* and Square Enix also has PlayArts figurine production. Would you make *Kingdom Hearts* figurines for *Disney Infinity*?

To be honest, *Kingdom Hearts* is already working under the concept of many Disney worlds in the same game. It's a very similar concept, almost

www.imagineshop.co.uk





△○×□ We're really enjoying how *Kingdom Hearts III* is looking, thanks to its shift to *Unreal Engine*.

conflicting. Whether or not *Kingdom Hearts* gets involved with *Infinity* is up to Disney and we haven't really discussed it yet. I don't have a strong opinion either way.

Some *Kingdom Hearts* fans think there's something romantic between Axel and Roxas and that Disney stopped that from being made explicit. Is that true? Have there been things Disney have stopped you from doing?
In terms of the relationship between Axel and Roxas, we never intended anything like this and this is actually the first time I ever heard of it! We don't want to openly negate how the fans have come to enjoy the characters, but it was not something the creative team intended. Axel and Roxas are the best of friends and that's their primary relationship. In terms of Disney stepping in, I don't feel they inhibited anything. The Disney worlds that appear within our game are their franchises so they're interested in maintaining those worlds. But anything unique to *Kingdom Hearts* hasn't been the source of disagreement from Disney. Of course, sometimes when we're writing the story then sometimes they ask us to give it a lighter tone or happier ending – but they haven't stopped us from doing anything.

In the first game there was one playable character, in the second there was two – will there be three in the third?
It's a secret but by saying that we imply that maybe something's going on. We can't disclose anything but maybe something will happen there.





When the original *Kingdom Hearts* was announced, people sort of thought it didn't make sense. What was your experience of the reaction to the franchise when it was first announced? Were you expecting such a huge fan response?
When I first brought up the concept internally, even then people were very sceptical and when we made the announcement people were unsure – but at the same time I didn't understand why they didn't get this was a really good game. It's very difficult to distinguish what game is going to be good in the end, that's my impression.

Some of the new features we've seen for the battle system... were they modifications you wanted for the previous games but couldn't make work in the previous hardware?
That's not necessarily the case. I feel that going through the different spin-off titles and ideas for battle systems, how the gameplay there works, we kind of learned from that and implemented a new battle system as well as introducing new and unique moves. There's also the Keyblade Transformation which is involved around the plot point where Sora has gone through a test of mastery so it makes sense story-wise that this transformation is part of his combat. There have been many bold additions to *Kingdom Hearts III* in combat and those are only possible because we have access to the better hardware but it hasn't necessarily been things I couldn't have done then. It's more that I learned from the experiments of the spin-offs.

I know you can't talk about release dates yet, but how far along would you say you are with development?
We're not able to go into detail but we do have a target date we're working towards. We're not able to disclose when that is. Development status is hard to describe in terms of numbers, but all the gameplay system mechanics are already on board. Now it's about creating the different Disney worlds and the resources to populate them. So it's mass-production. Certain areas are further along and have the foundation laid out. Certain sections can have mini-games.

EXTENDED PLAY

METAL GEAR SOLID

With the release of The Phantom Pain looming, it's the perfect time to revisit the series in preparation for what looks to be the final Kojima MGS game

"IF YOU WANT A WAY OF REVISITING THE SERIES, YOUR BEST BET IS THE METAL GEAR SOLID HD COLLECTION"



MGS HD COLLECTION

■ **WHETHER YOUR KNOWLEDGE** of the series is severely lacking or you want a way of revisiting the series, your best bet is the *MGS HD Collection*. The PS3 version contains *MGS2*, *MGS3* and *Peace Walker*. The last of those two are particularly important; *MGS3* because it is the first game where you get to play as Big Boss (and because many consider it the best in the series) and *Peace Walker* because it's the game that immediately precedes *MGSV* in the timeline, making it ideal to set the scene for *The Phantom Pain*. You can also get a version of the HD collection on Vita but unfortunately, it doesn't come with *Peace Walker*. There is a solution to that, however, as you'll soon discover...

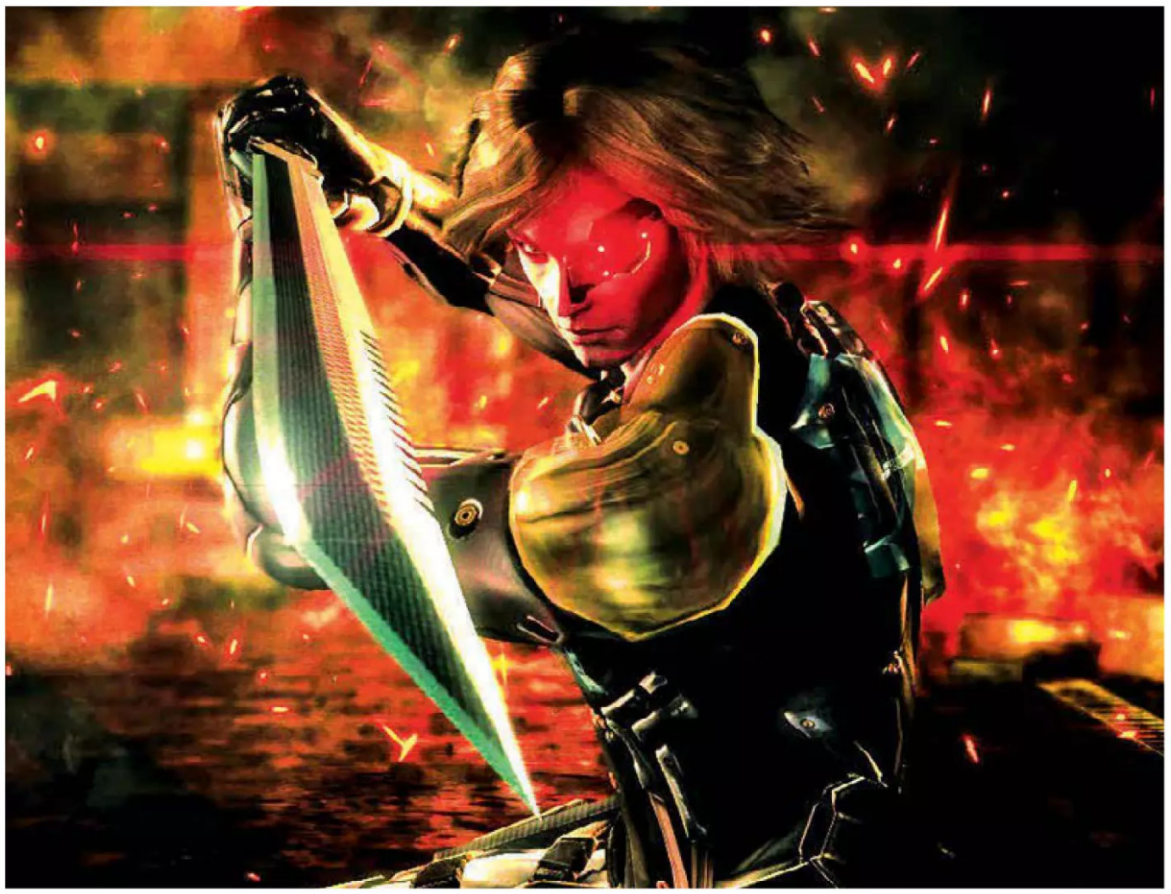
www.imagineshop.co.uk





ON THE GO

■ **THOUGH PEACE WALKER** has been stripped from the Vita version of the *MGS HD Collection*, you can buy the original PSP version separately. You can also do the same with Big Boss' other PSP game, *Portable Ops*. Play the two games through and you'll be up to speed on how Big Boss formed his mercenary force, and became friends with Miller, Paz and Chico. If you end up with those two games and the HD collection, you may as well also grab the original *MGS* through PlayStation Classics for a Vita full of *Metal Gear*.



METAL GEAR RISING: REVENGEANCE

■ **IF YOU'VE PLAYED** through the whole of the mainline *Metal Gear Solid* series, including the PSP titles, what else is left for you? The Platinum-developed *Metal Gear Solid* spin-off *Revengeance*, of course! This technical fighter starring Raiden is completely different from the main series from a gameplay perspective, but it's a great game in its own right and it captures the eccentricity of *MGS*. In fact, it actually takes it a little further, offering an outlandish tone that fits perfectly with the spectacular events that you're seeing as you chop your enemies into pieces with Raiden's sword. Nanomachines, son!



GETTING THE PLATINUM

■ IF YOU PLAYED *MGS4* back when it came out on PS3, you might remember that the game didn't have Trophies. In 2012, Konami finally got around to adding them to the game, four years after its original release, providing a great excuse to go back and play through *MGS4* for a second time. If you want that Platinum Trophy, though, beware that it's going to take you multiple playthroughs and many, *many* hours to obtain.



METAL GEAR ONLINE

■ **MGS4'S CULT ONLINE** mode, Metal Gear Online, isn't officially active anymore; Konami took down the servers in 2012. However, fans who fell in love with the stealth-infused competitive multiplayer mode managed to find a way to get their own fan servers online. The only problem is that you appear to need a hacked console to be able to access them. There was talk of finding a way of making the servers available to everyone, hacked console or not, but as far as we can tell, that was never achieved.

HOW TO...

MASTER TRIALS

Climb the leaderboards by using these tips as you strive for motorised mastery of those tricky tracks

■ **WITH THE NEW** *Awesome Level MAX Edition* of *Trials Fusion* now available, now's the ideal time for us to lend you our knowledge on how to ace the game's tracks and gain bragging rights over your friends.



CHANGE IT UP

■ **AS ANY GOOD** workman will tell you, it's important that you've got the right tools for the job. The bike that you start *Trials Fusion* with is best for the earlier levels as they tend to be flatter. However, once you've unlocked the Pit Viper and get to the game's later levels, you should switch to that bike. It's more agile and that is going to be essential if you're going to get through those complex and devious levels without failing so many times that you end up throwing your controller through a window.



TAKE IT EASY

■ **DON'T GET US** wrong – speed is definitely important in the *Trials* games, but it's not worth going so fast that it pushes you into constantly making stupid mistakes. You can't see what's at the top of a long ramp? Edge up slowly so you can see what's coming because taking an extra second or two is going to be far less costly to your leaderboard placement than a fault. With that in mind, learn to 'feather' your bike's throttle to ease you up ramps in a controlled way.

GET LOW

■ **THERE WILL BE** times that you need to fly off the end of ramps to get the speed you need to make it to the next platform, but for the most part, you're best off being as dull as a sedated James Milner. Keep your wheels as low to the ground as possible and land on your back wheel first as a general rule, because that will help you to keep stable. The temptation to bust out flips is always going to be there, but that flashy style isn't the best way to get to the end of the stage in one piece.



MASTER THE BRAKE

■ **ONE OF THE** biggest mistakes that *Trials* newcomers make is not making proper use of the brake. You will be surprised at how often you can recover from a seemingly unsalvageable situation by using your bike's brake effectively. So, what we're saying is master the brake and it'll consistently save your backside. Once you get your head around it, you'll find that you can use both the brake and accelerator in concert to pull off some truly epic feats, saves and leaps.

THE STORIES, STRATEGIES, HEROES & MACHINES

www.historyanswers.co.uk

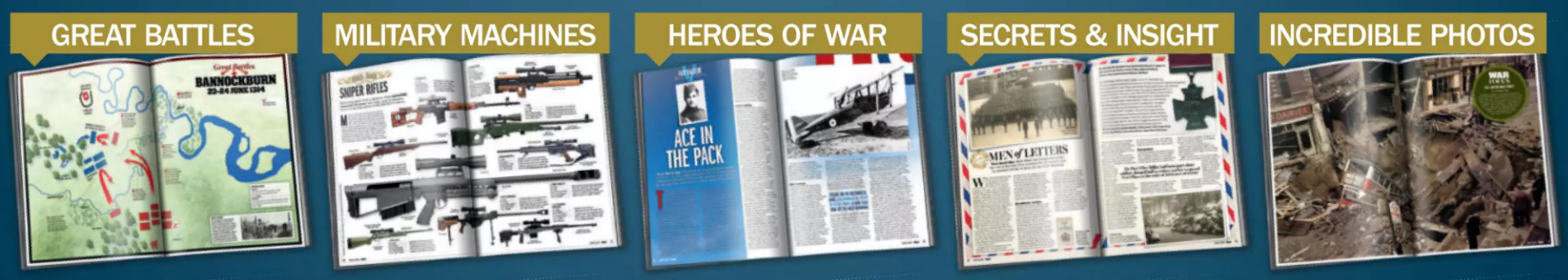


HISTORY of WAR

Available from all good newsagents and supermarkets

ON SALE NOW

> 303 Squadron > Hitler's Engineer > Darfur Crisis > Sikhs at war > Warships



BUY YOUR ISSUE TODAY

Print edition available at **www.imagineshop.co.uk**

Digital edition available at **www.greatdigitalmags.com**

Available on the following platforms

Print | Tablet | Phone | Desktop

facebook.com/HistoryofWarMag twitter.com/@HistoryofWarMag

TROPHY GUIDE

PS PLUS TROPHY GUIDE

ROCKET LEAGUE

PLATFORM: PS4 **DIFFICULTY:** 2/5
TROPHIES: 36 1 5 10 20

■ **THERE ARE FIVE** Golds on offer here – and in a game as enjoyable as *Rocket League*, they're not that much of a stretch. You're going to want to start by getting to grips with the game – scoring your first goal, playing an exhibition match, winning a 1v1 game, watching a replay and collecting five items should unlock their respective Trophies within the first few minutes. There are some technical Trophies that can be boosted in multiplayer ('Speed Demon', 'Minute To Win It', 'Break Shot', and 'Rider's Block') and some that'll require grinding. You can play online with friends, so that helps the with the tricky Golds and Silvers ('Stocked' and 'Rocketeer'). It's an easy Platinum – you'll just have to grind a bit for items and distance.





RAIN

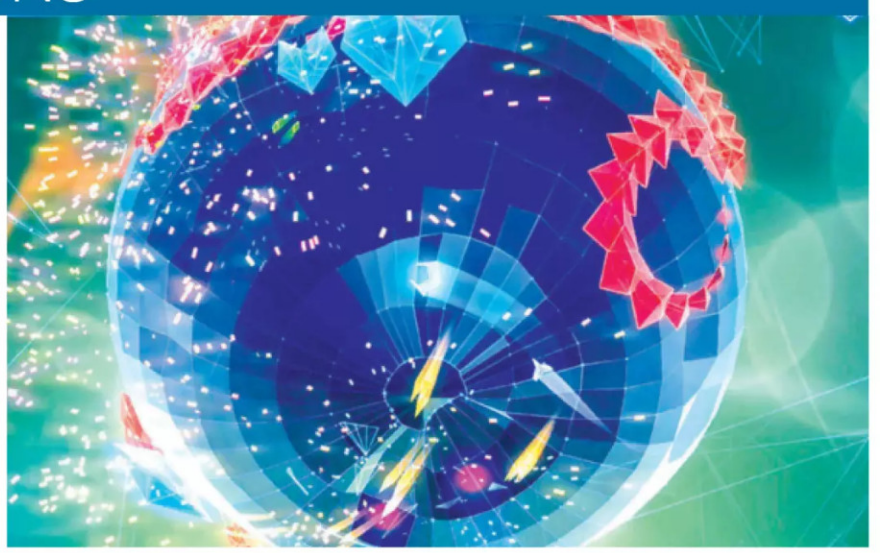
PLATFORM: PS3 **DIFFICULTY:** 1/5
TROPHIES: 12 0 1 3 8

■ **RAIN IS A** simple puzzle game that can be 100 per cent finished in the first playthrough, providing you're attentive enough. Better yet, a full run of the game will set you back a mere five hours – it's an easy boost to your Trophy shelf. Clear the first four levels and you'll get three Bronzes and a Silver for the hassle, then power on to the end of the game (making sure to search *every* nook and cranny) for another five Bronzes. You're looking for Memories here, white orbs that only reveal themselves when you're near. If you're worried about missing one, there are plenty of guides out there, but they shouldn't give you too much trouble. Nab them all and *all* the trophies are yours. All 12 of them. Whoa.

GEOMETRY WARS 3: DIMENSIONS

PLATFORM: VITA **DIFFICULTY:** 5/5
TROPHIES: 31 1 4 17 9

■ **AN ODDLY WEIGHTED** Trophy list, this one, but the difficulties certainly add up to the awards' worth. We can't really offer too much help on this, other than to say: prepare your thumbs. Bronze Trophies *tend* to be little benchmarks for you – a supportive message from the game saying 'hey, you got a million points? Good for you!' When you realise another (Silver) Trophy is for hitting *21 million* points in Pacifism mode... well, the Bronze ones just seem patronising by comparison. At least finishing Adventure mode generally will get you one Gold ('Keen Adventurer') and will likely pop 'Geomtastic' with it. A full run of Adventure in co-op – you'll need to have some very skilled friends for that – should net you 'BFF' (Gold) and 'Best Friends' (Silver) if both of you are somehow permanently on point. This is a great game, it really is, but just don't expect that Platinum without some serious *Geometry Wars* battle scars messing up your Vita.





STYX: MASTER OF SHADOWS

PLATFORM: PS4 **DIFFICULTY:** 3/5
TROPHIES: 34 1 5 8 20

■ **DO YOU LIKE** stealth games? If you want the Platinum here, you better like stealth games. The lower level Trophies aren't too hard to come by – a casual playthrough will get you about seven Bronzes and three Golds, and that's before all the enemy-specific awards come into play. If you fancy things a bit trickier, you can opt to sneak through the whole game, using a guide for the collectibles

"THE STEALTH MECHANICS SHOULD BE SECOND NATURE TO YOU"

on your first run-through. That'll get you another seven Silvers, 12 Bronzes and a Gold. At this point, you'll only need to complete the game without a kill to get your final Gold ('Great Power') and a cheeky Silver ('Pretentious'). Your skills and stats carry over between saves, so if you are after the infamous 'phantom' run, wait until you've maxed out your character. By this point, the stealth mechanics should be second nature to you.

MOUSECRAFT

PLATFORM: PS4/PS3/VITA **DIFFICULTY:** 2/5
TROPHIES: 12 0 1 3 8

■ **THE ONLY REAL** trouble here is 'Gold Digger Expert' – the Gold Trophy that requires you to complete all 80 levels with a perfect score. It's more tedious than difficult, though – if you come up short on your own, there are pretty good video guides online that will help you out. Since you can come back and replay levels, though, that shouldn't be your priority – the Bronze 'Wrecker', and the Silver 'Anarchist' and 'Completionist' Trophies await you for a non-perfect run, then going back to perfect the levels will the get you the kills Trophies. Nipping back to complete these will get you five Bronzes for your trouble, and then all that's left for the full Trophy shelf is creating a tiny level. If only there was a Platinum for this, right?





ENTWINED

PLATFORM: PS4/PS3/VITA **DIFFICULTY:** 2/5
TROPHIES: 14 0 1 2 11

■ **HOW GOOD IS** your coordination? Because that could be the difference between you completing this game or not, let alone netting the scant offering of Trophies. Your left stick will control the fish, and your right stick will control the bird – the key to success is making sure you can move apart when necessary and in sync when needed. Eight Bronzes and a Silver are your prize for a full run, plus you'll unlock the Bronze 'Love' during that play, too. Then, the fun starts – for the remaining two Bronze Trophies, you'll just have to survive for five minutes in Challenge mode. For the final Silver (which unlocks the Gold, because it thinks it's a Platinum), you need to basically 'perfect' each level... not too hard, but it can be stressful.

INSTANT GAME COLLECTION

PLANETSIDE 2

The most ambitious FPS ever makes its console debut on PS4. Should you be jumping into battle to turn the tide of online warfare?



■ **AS FAR AS** first-person shooters go, there's nothing out there quite like *PlanetSide 2*. What is it that makes this game different to its stablemates? The game's scale. In contrast to the first-person shooters that insist on making you the star, in this game, you are a cog in a machine, taking part in a tiny slice of a war that's progressing on multiple fronts and that may involve thousands of players on a single server. Sure, there's still space for heroics, but this is a game that's about working as part of a unit in order to achieve objectives for your faction that will contribute to the war effort.

There are three factions to choose from, within which you can choose from a variety of different classes, such as Engineer, Heavy Assault, Combat Medic and so on. You don't *have* to battle as infantry, though. There are ground vehicles like troop carriers and tanks as well as aircraft that you can use to take the fight to the skies. Think *Battlefield*, but bigger.

The game can be incredibly confusing when you first jump in by virtue of its size and the number of options available to you. That's not helped by the fact that it doesn't do a fantastic job of explaining itself to new players. For that reason, we wouldn't be surprised if a few of you ended up dropping out almost immediately, but it does reward persistence. As we always say: it's free, so what have you got to lose?

THE EMPIRES STRIKE BACK

The Empire you choose doesn't just affect the colour of your armour – it also changes the way you'll play the game...



TERRAN REPUBLIC

This Empire's weapons have the fastest firing rates and the largest ammo capacities.



NEW CONGLOMERATE

This is the faction to choose if you want to focus on dishing out damage, albeit slowly.

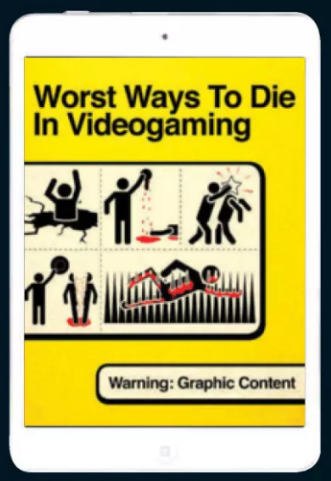


VANU SOVEREIGNTY

The Vanu's plasma weapons are accurate, though they are not that powerful.

www.imagineshop.co.uk

SHARING



WORST WAYS TO DIE IN VIDEOGAMING

We've been offed in so many ways in games. Our latest digital edition celebrates the weirdest and most humiliating ways you can virtually die.



DOWNLOAD **PLAY** BACK ISSUES

Missed an issue of Play? They are all available to download for tablets and smartphones from our digital editions site...

www.greatdigitalmags.com

YouTube EXCLUSIVE VOICEOVERS

youtube.com/PlayMagUK

Subscribe to our channel for over 500 awesome PlayStation videos

BEST OF 2016



WE RUN THROUGH the biggest and best games that are set to hit PS4 in 2016 – it's looking like an incredible year already!

GAME OF THRONES



IS TELLTALE'S LATEST episode of *Game Of Thrones* evidence that the studio is losing its magic? We put *A Nest Of Vipers* on trial...

ROCKET LEAGUE



HOW WE GOT outside the stadiums and what secrets we found

RONIN



WE PLAYTEST DEVOLVER Digital's turn-based ninja game ahead of its release.

PS NOW



WE GO HANDS-ON with the PS Now beta to ask if streaming is the future

twitch LIVE GAMEPLAY STREAMING

twitch.tv/PlayUK

Join the **Play** team for live streaming events and shared gameplay

TOURNAMENTS!

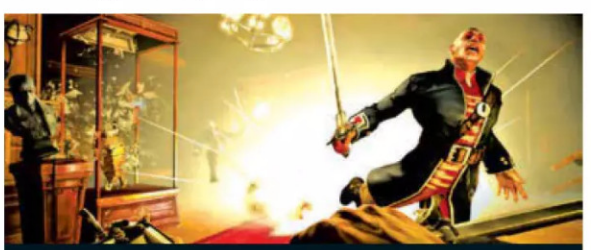
Keep an eye on our Facebook and Twitter channels for information on our Twitch tournaments, where you can play videogames with us for the world to watch!

The game changes each time, and the best players will win prizes – free games, or just some of the other tat that we found around our office. Come and join in the fun next time and maybe you could win something neat.



MGS V: THE PHANTOM PAIN

Join us as we play through one of the most anticipated games of the year and perhaps the last Hideo Kojima *MGS* game ever...



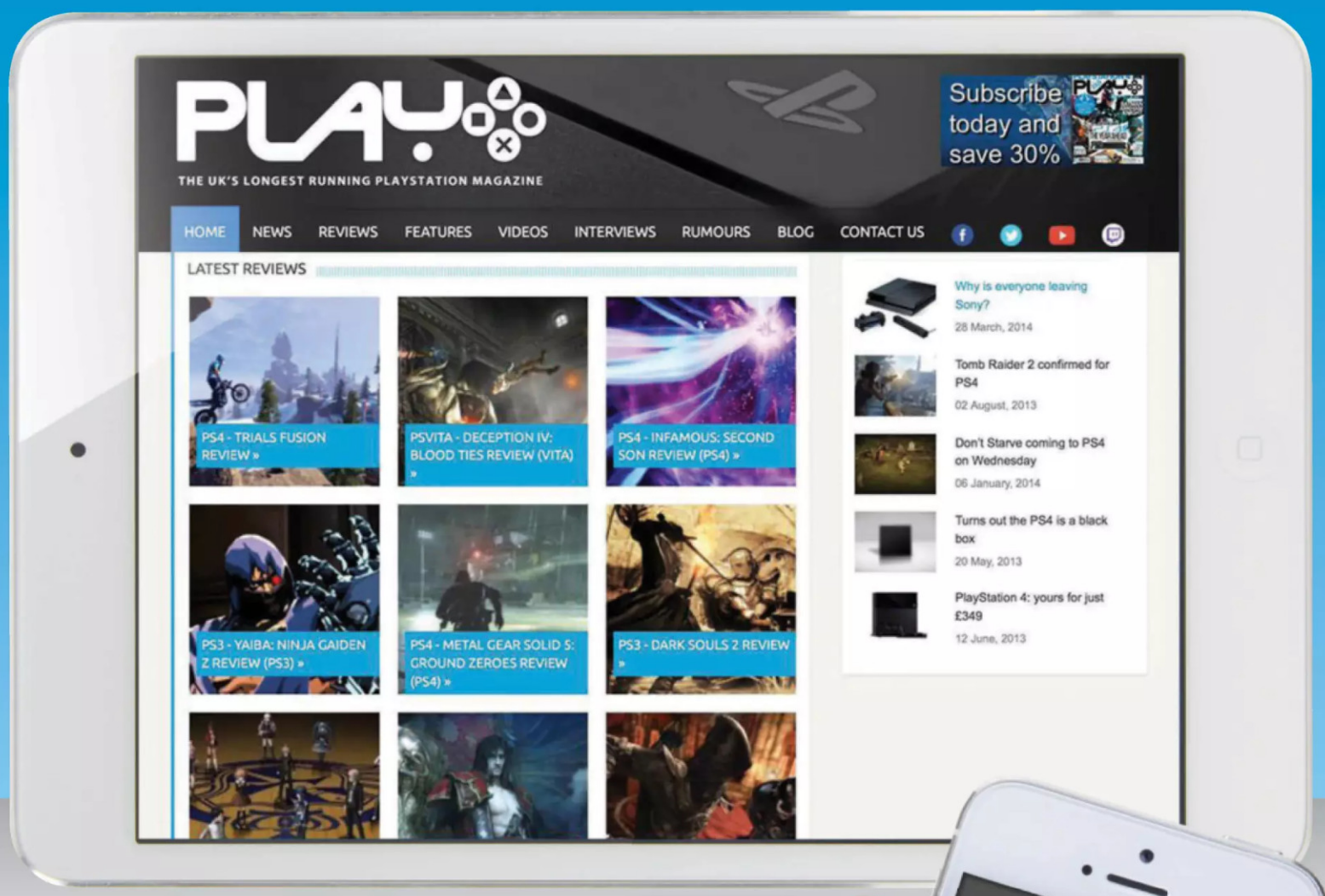
DISHONORED: DEFINITIVE EDITION

We'll be returning to Dunwall to see how the excellent *Dishonored* shapes up on PS4. Come join us to find out.

PLAY-MAG.CO.UK

Your one-stop resource for up-to-the-minute PlayStation news, rumours, trailers and reviews

PLUS **PLAY-MAG.CO.UK** ON TABLETS & SMARTPHONES



TABLET

- A touch-friendly new interface
- Optimised to display perfectly on tablets
- Tons of PlayStation content at your fingertips
- Integrated video playback via YouTube

SMARTPHONE

- The same great content, only smaller
- Adjusts to screen size and orientation
- Easily searched database of PS4 content
- Get the latest news and trailers on the go



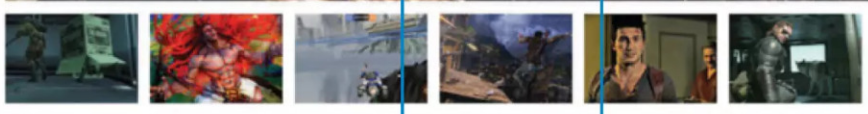
PLAY-MAG.CO.UK
THE ONLINE HOME OF PLAY™

PLAY

THE UK'S LONGEST RUNNING PLAYSTATION MAGAZINE

HOME | NEWS | REVIEWS | FEATURES | VIDEOS | INTERVIEWS | RUMOURS | BLOG | CONTACT US





POPULAR POSTS


PS4, PS3 & PS Vita November PS Plus Lineup Leaked
29 October, 2014

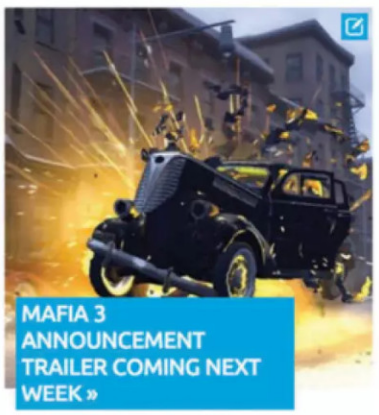

Titanfall 2 Set To Be Announced For PS4?
04 December, 2014


FIFA 15 PS4 & PS3 Demo Release Date Announced
09 September, 2014


'Videogames Are Terrible For Telling Stories' Says Jonathan Blow
02 June, 2015


Why Destiny Is Done
14 May, 2015

LATEST NEWS




NEED FOR SPEED VS REAL LIFE – CAN YOU TELL THE DIFFERENCE? »
These latest Need For Speed is looking ridiculous. So good, in fact, that you can barely tell the difference between...


WHY ISN'T THE STREET FIGHTER 5 PS4 BETA WORKING? »
Having trouble getting into the Street Fighter 5 beta on PS4? You're not the only one.
After the beta...


LIFE IS STRANGE EPISODE 4 RELEASE DATE ANNOUNCED WITH NEW TRAILER »
Square Enix has announced the release date for episode 4 of Life Is Strange. Episode 4 of Life Is Strange,...

Print | Digital | Subs

THE WORLD'S FINEST INDEPENDENT VIDEOGAMES MAGAZINES

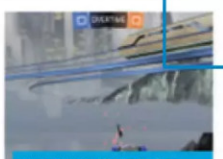


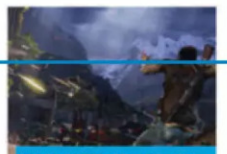
Retro Gamer
Issue 144

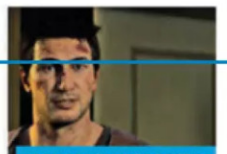

Pocket World
Issue 171

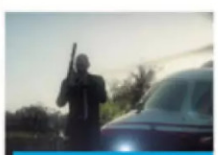
LATEST VIDEOS


STREET FIGHTER 5: NEW CHARACTER REVEALED IN EVO 2015 TRAILER »

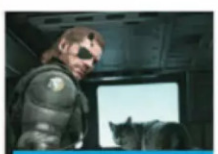

WE KNOW HOW TO GET OUTSIDE ROCKET LEAGUE STADIUMS – THIS IS WHAT WE FOUND »

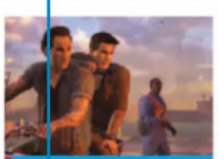

UNCHARTED COLLECTION PS4 GAMEPLAY FIRST LOOK »

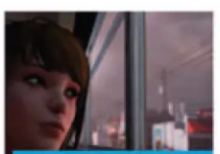

TOP 7 PS4 GAMES FOR 2016 »

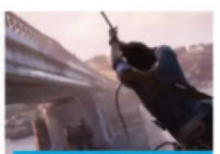

WATCH 11 MINS OF LEAKED HITMAN GAMEPLAY »


CALL OF DUTY: BLACK OPS 3 ZOMBIES PS4 & PS3 TRAILER UNVEILED »


TOP 5 PS4 GAMES FOR 2015 »


UNCHARTED 4: WATCH THE EXTENDED VERSION OF E3 GAMEPLAY »


WHY WE'RE WORRIED ABOUT LIFE IS STRANGE EPISODE 4 »


WHAT NAUGHTY DOG IS TELLING US IN THE LATEST UNCHARTED 4 GAMEPLAY »

TWITTER FEED

Tweets | Follow

Play Magazine @PlayMag_UK 12m
You know that announcing an announcement thing publishers do? 2K has done that with Mafia 3:
pic.twitter.com/7mkPWSl9lg


Bournemouth, England, United Kingdom

Play Magazine @PlayMag_UK 1h
If anyone other Ione-Rocket Leaguers want to join up with @ThePhil to challenge Team Play, let us know.
Expand

Play Magazine @PlayMag_UK 1h
Fair play to @sam__bates for trying his luck against Team Play on @RocketLeague. More challengers welcome!
pic.twitter.com/ORzJ7iwnVh

Tweet to @PlayMag_UK

FOLLOW

■ Make sure to check out **Play** on all our social media accounts to keep up to date with the magazine and PlayStation news from around the world, posted as soon as it happens.

DISCOVER

■ The slider shows off the most important stories on the site, complete with big pictures and text. Expect to see breaking news, opinion pieces and new trailers in particular.

CHOOSE

■ The top strap is your gateway to each section of the site. It's pretty self-explanatory, from reviews and features through to exclusive previews and PlayStation rumours.

WATCH

■ Video content is embedded into almost every post, optimised to work perfectly regardless of your browsing device of choice. Done with reading? Watch a video instead!

BROWSE

■ Scrolling down will give you a look at the top stories in each section; a brief overview of everything that is going on in the world of PlayStation. We update this every day.

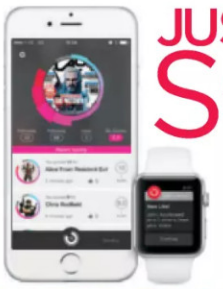
UNBIASED OPINIONS YOU CAN TRUST

PLAY-MAG.CO.UK

PlayList

PLAY. PLUS

IF YOU WANT TO KNOW WHAT A GAME SCORED THEN THESE PAGES ARE FOR YOU



JUST A SCORE

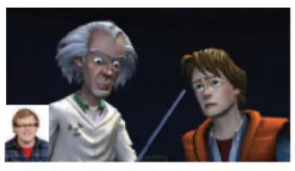
Follow **PlayMag_UK** today to see our latest scores

LET'S PLAY... MOVIE TIE-INS



LUKE ALBIGÉS
X-MEN ORIGINS: WOLVERINE

8 Considering that the film it was based on was dreadful, this was a pleasant surprise. Brutal and genuinely tight combat really put you in the boots of Weapon X, which few games have managed to do.



LIAM WARR
BACK TO THE FUTURE

10 GREAT SCOTT! Any reader that follows my interests will be totally unsurprised at this entry. Come back next month when I figure out how to slot *BTTF* in to whatever category Paul chooses for this box.



DREW SLEEP
LOTR: RETURN OF THE KING

5 This is a example of 'friends make everything better'. I have fond memories of taking on legions of orcs and uruks with my mates. I have equally as many nightmares about playing it on my own, though.



PAUL WALKER-EMIG
STAR WARS EPISODE I: THE PHANTOM MENACE

2 I tried to convince myself that this was good back when I originally played it. Alas, I was forced to accept that it was trash. It barely ran on my PC, either. What was I thinking?

PS4



GAME	ISSUE	SCORE
Alien: Isolation	**249**	**9**
Assassin's Creed Chronicles: China	237	7
Assassin's Creed IV: Black Flag	**237**	**8**
Assassin's Creed: Unity	251	6
Axiom Verge	**256**	**9**
Batman: Arkham Knight	258	9
Battlefield 4	**238**	**8**
Battlefield Hardline	256	7
Bloodborne	**256**	**9**
Bound By Flame	245	6
Call Of Duty: Advanced Warfare	**251**	**8**
Call Of Duty: Ghosts	238	7
Child Of Light	**244**	**7**
CounterSpy	248	5
Daylight	**245**	**2**
Dead Nation: Apocalypse Edition	242	7
Dead Or Alive 5: Last Round	**254**	**7**
Destiny	249	9
Destiny: House Of Wolves	**258**	**8**
Destiny: The Dark Below	252	7
Devil May Cry 4: Special Edition	**258**	**8**
Diablo III: Reaper Of Souls	248	9
Disney Infinity 2.0	**249**	**8**
Don't Starve	240	8
Dragon Age: Inquisition	**251**	**8**
Dragon Ball Xenoverse	255	5
Driveclub	**250**	**8**
Dying Light	254	9
Dynasty Warriors 8 XLCE	**243**	**8**
EA Sports UFC	246	7
Ether One	**258**	**8**
Evolve	254	6
Far Cry 4	**251**	**8**
Fez	**243**	**10**
FIFA 15	249	8
Final Fantasy Type-0	**255**	**8**
Final Fantasy XIV: A Realm Reborn	243	9
Game Of Thrones: Iron From Ice	**253**	**8**
Geometry Wars 3: Dimensions	252	9
Grand Theft Auto V	**251**	**10**
Grim Fandango Remastered	**254**	**8**
Guilty Gear Xrd -SIGN-*	253	9
Hohokum	**248**	**8**
Hotline Miami 2: Wrong Number	255	9
inFamous: First Light	**249**	**5**
inFamous: Second Son	242	8
Killzone Shadow Fall	**238**	**8**
Killzone Shadow Fall: Intercept	246	8
Knack	**238**	**6**
Lara Croft And The Temple Of Osiris	252	5
Lego Batman 3: Beyond Gotham	**252**	**6**
Lego Marvel Super Heroes	238	8
Lego Jurassic World	**258**	**7**
Lego The Hobbit	244	6
LittleBigPlanet 3	**251**	**9**
Lords Of The Fallen	251	7
Mercenary Kings	**244**	**8**
Metal Gear Solid V: Ground Zeroes	242	8
Middle-earth: Shadow Of Mordor	**250**	**8**
Mortal Kombat X	257	9
Murdered: Soul Suspect	**246**	**4**
NBA 2K15	250	8
Need For Speed Rivals	**238**	**8**
NHL 15	249	6
Octodad: Dadliest Catch	**244**	**6**
Outlast	241	7
PES 2015	**250**	**9**
Plants Vs Zombies: Garden Warfare	248	7
Project Cars	**258**	**6**
Resident Evil HD	253	8
Resident Evil Revelations 2	**256**	**7**
Resogun	238	9
Resogun Heroes	**247**	**9**
Rogue Legacy	**248**	**9**
Shovel Knight	258	9
Skylanders Swap Force	**238**	**7**
Skylanders Trap Team	250	7
Switch Galaxy Ultra	**253**	**8**
Tales From The Borderlands: Zer0 Sum	252	7
Teslagrad	**253**	**7**
The Amazing Spider-Man 2	245	2
The Binding Of Isaac: Rebirth	**251**	**9**
The Crew	252	5
The Evil Within	**250**	**8**
The Last Of Us Remastered	**247**	**10**
The Order: 1886	**254**	**8**
The Witcher 3: Wild Hunt	**257**	**10**
Thief	241	7
Tiny Brains	**240**	**6**
Titan Souls	257	7
Transistor	**245**	**9**
Transformers: Rise Of The Dark Spark	247	3
Trials Fusion	**244**	**8**
Ultra Street Fighter IV	258	8
Valiant Hearts	**247**	**6**
War Thunder	239	8
Watch Dogs	**245**	**8**
Warriors Orochi 3 Ultimate	249	6
Wolfenstein: The New Order	**245**	**8**
Wolfenstein: The Old Blood	258	8
WWE 2K15	**252**	**4**

PS3



GAME	ISSUE	SCORE
007 Legends	225	4
2014 FIFA World Cup Brazil	**244**	**6**
3D Dot Game Heroes	192	8
50 Cent: Blood On The Sand	**177**	**7**
Ace Combat: Assault Horizon	211	7
The Adventures Of Tintin	**212**	**5**
Afro Samurai	177	6
After Burner Climax	**193**	**9**
Agarest: Generations Of War	187	7
Agarest: Generations Of War 2	**223**	**4**
Agarest: Generations Of War Zero	209	5
Age Of Booty	**172**	**8**
Air Conflicts: Secret Wars	208	5
Alice: Madness Returns	**207**	**6**
Alien Breed: Impact	196	8
Alien Breed 2: Assault	**201**	**8**
Alien Breed 3: Descent	204	6
Aliens: Colonial Marines	**230**	**4**
Aliens Vs Predator	189	7
All Zombies Must Die!	**214**	**6**
Alone In The Dark	173	7
Alpha Protocol	**193**	**8**
Amy	215	1
Anarchy: Rush Hour	**194**	**7**
Ape Escape	208	5
Aquapazza: Aquaplus Dream Match	**239**	**7**
Aqua Panic	193	6
Arcana Heart 3	**207**	**7**
Armageddon Riders	207	6
Armored Core: For Answer	**173**	**6**
Armored Core 4	153	6
Armored Core V	**217**	**6**
Army Of Two	164	8
Army Of Two: The 40th Day	**188**	**6**
Army Of Two: The Devil's Cartel	231	4
Assassin's Creed	**161**	**5**
Assassin's Creed II	186	9
Assassin's Creed III	**225**	**7**
Assassin's Creed: Brotherhood	199	9
Assassin's Creed: Revelations	**212**	**7**
Assassin's Creed: Rogue	251	7
Asura's Wrath	**216**	**7**
Atelier Ayesha: The Alchemist Of Dust	230	6
Atelier Rorona: The Alchemist Of Arland	**198**	**7**
Backbreaker	193	7
Back To The Future: It's About Time	**204**	**7**
The Baconing	210	7
Band Hero	**187**	**6**
Batman: Arkham Asylum	183	8
Batman: Arkham City	**211**	**9**
Batman: Arkham Origins	237	8
Battle Fantasia	**176**	**7**
Battlefield 1943	182	9
Battlefield: Bad Company	**168**	**8**
Battlefield: Bad Company 2	190	9
Battlefield 3	**212**	**8**
Battleship	219	4
Bayonetta*	**187**	**9**
The Beatles: Rock Band	184	9
Beat Hazard Ultra	**213**	**7**
Beat Sketcher	201	8
Beyond Good & Evil HD	**207**	**8**
Beyond: Two Souls	236	7
Binary Domain	**216**	**7**
Bionic Commando	179	8
Bionic Commando Rearmed	**169**	**8**
Bionic Commando Rearmed 2	203	6
BioShock	**172**	**9**
BioShock 2	189	8
BioShock Infinite	**230**	**9**
Birds Of Steel	217	5
BlackSite	**163**	**4**
Blade Kitten	197	7
Bladestorm: The Hundred Years' War	**160**	**5**
Blast Factor	152	7
BlazBlue: Calamity Trigger	**190**	**8**
BlazBlue: Continuum Shift	198	9
Blazing Angels	**151**	**5**
Bleach: Soul Resurrección	209	6
Blitz: The League II	**172**	**6**
Blokus	202	5
BloodRayne: Betrayal	**211**	**6**
Blur	193	8
Bodycount	**210**	**5**
Bomberman Ultra	185	8
Borderlands	**185**	**8**
Borderlands 2	223	9
Borderlands: The Pre-Sequel	**250**	**6**
The Bourne Conspiracy	168	7
Braid	**188**	**9**
Brink	206	6
Brothers: A Tale Of Two Sons	**233**	**8**
Brothers In Arms: Hell's Highway	171	7
Brütal Legend	**185**	**7**
Bulletstorm	203	8
The Bureau: XCOM Declassified	**235**	**5**
Burnout Crash	211	7
Burnout Paradise	**162**	**8**
Burn Zombie Burn	178	8
Buzz! Quiz TV	**168**	**8**
Buzz! Quiz World	185	7
Calling All Cars	**155**	**8**
Call Of Duty 3	151	5
Call Of Duty: World At War	**173**	**6**
Call Of Duty 4: Modern Warfare	160	9
Call Of Duty: Modern Warfare 2	**186**	**9**
Call Of Duty: Modern Warfare 3	212	8
Call Of Duty: Black Ops	**199**	**9**
Call Of Duty: Black Ops II	226	8
Call Of Juarez: Bound In Blood	**181**	**8**
Call Of Juarez: Gunslinger	232	8
Call Of Juarez: The Cartel	**208**	**3**
Captain America: Super Soldier	208	7
Castle Crashers	**200**	**9**
Castlevania: Harmony Of Despair	212	7
Castlevania: Lords Of Shadow	**197**	**9**
Castlevania: Lords Of Shadow 2	241	8
Carnival Island	**213**	**5**
Catan	195	8
Cars 2	**208**	**6**
The Cave	230	7
Catherine	**215**	**6**

www.imagineshop.co.uk

THIS MONTH'S NEW ENTRIES

The newest games, freshly squeezed among all your old favourites

Batman: Arkham Knight	9
Lego Jurassic World	7
Ultra Street Fighter IV	8
Devil May Cry 4: Special Edition	8

JUST A SCORE

Download on the App Store

GIVE YOUR SCORES · FOLLOW OUR SCORES

- It's completely free
- **Get the latest review scores**
- Get involved with the team
- **Give your opinion instantly**
- Like and share scores
- **Score anything in the world**
- Follow a range of scorers for your favourite topics

GAME	ISSUE	SCORE
Chronicles Of Riddick: Assault On Dark Athena	178	8
Child Of Eden	**211**	8
Chime Super Deluxe	203	8
Civilization Revolution	**168**	9
Clash Of The Titans	193	6
Clive Barker's Jericho	**159**	6
The Club	163	8
Colin McRae: DiRT	**158**	9
Colin McRae: DiRT 2	184	8
Command & Conquer: Red Alert 3	**178**	6
Commander's Challenge	185	6
Command & Conquer	**175**	4
Comet Crash	186	8
Comix Zone	**210**	6
Conan	160	7
Condemned 2	**165**	7
Costume Quest	199	7
Counter Strike: Global Offensive	**223**	9
Crash Commando	174	8
Crash Time 4: The Syndicate	**218**	3
Crazy Machines Elements	210	7
Create	**199**	7
Critter Crunch	188	9
Cross Edge	**182**	5
Crystal Defenders	184	4
Crysis 2	**204**	7
Crysis 3	230	6
Cubixx HD	**207**	7
The Cursed Crusade	211	4
Damnation	**181**	3
Damage Inc: Pacific Squadron WWII	223	3
Dance Dance Revolution	**201**	5
Dante's Inferno	189	8
Dark Mist	**164**	5
The Darkness	154	9
The Darkness II	**215**	7
Dark Sector	165	6
Dark Souls	**211**	9
Dark Souls II	242	9
Darkstalkers Resurrection	**230**	8
Dark Void	188	8
Darksiders	**188**	8
Darksiders II	221	8
DC Universe Online	**202**	8
de Blob 2	203	6
Dead Or Alive 5	**223**	7
Dead Island	210	7
Dead Island: Riptide	**231**	6
Dead Rising 2	197	8
Dead Rising 2: Off The Record	**211**	6
Dead Space	172	9
Dead Space 2	**201**	9
Dead Space 3	228	7
Dead Space: Extraction	**203**	8
Dead Space: Ignition	199	4
Dead To Rights: Retribution	**192**	6
Deadly Premonition: The Director's Cut	231	8
Dead Nation	**201**	8
Deadpool	233	6
DeathSpank	**195**	8
Def Jam: Icon	151	6
Def Jam Rapstar	**199**	7
Defiance	231	5
Demon's Souls	**193**	9
Destroy All Humans!: Path Of The Furon	178	2
Derrick The Deathfin	**227**	7
Deus Ex: Human Revolution	209	9
Devil May Cry 4	**163**	9
Devil May Cry HD Collection	217	8
Diablo III	**235**	9
DiRT 3	206	8
DiRT Showdown	**219**	7
Disgaea 3: Absence Of Justice	175	8
Dishonored	**224**	9
Disney Infinity	235	8
DJ Hero	**186**	9
DJ Hero 2	198	8
Doctor Who: The Eternity Clock	**220**	3

GAME	ISSUE	SCORE
Doom 3: BFG Edition	225	6
Double Dragon Neon	**224**	4
DmC Devil May Cry	227	9
Dragon Age: Origins	**186**	8
Dragon Age II	203	6
Dragon Ball: Raging Blast	**186**	4
Dragon Ball Z: Burst Limit	168	6
Dragon's Crown	**235**	8
Dragon's Dogma	218	8
Driver: San Francisco	**209**	7
Duke Nukem Forever	207	3
D&D: Chronicles Of Mystara	**233**	8
Dungeon Siege III	206	8
Dust 514	**233**	5
Dynasty Warriors: Gundam 3	208	5
Dynasty Warriors 6: Empires	**181**	4
Dynasty Warriors 7: Empires	230	4
Dynasty Warriors 8	**234**	7
Earthworm Jim HD	196	8
EA Sports Active 2	**200**	8
EA Sports Grand Slam Tennis	215	7
EA Sports MMA	**198**	8
Eat Lead	178	3
Eat Them!	**202**	6
echochrome	169	8
echochrome II	**202**	8
EDF: Insect Armageddon	208	6
The Elder Scrolls IV: Oblivion	**152**	9
The Elder Scrolls V: Skyrim	212	9
Elefunk	**170**	4
El Shaddai: Ascension Of The Metatron	208	7
Enchanted Arms	**152**	6
Enslaved: Odyssey To The West	197	8
Epic Mickey 2: The Power Of Two	**226**	5
Eternal Sonata	176	8
Eufloria	**212**	8
Everybody's Golf 5	158	8
Everybody's Golf: World Tour	**165**	9
Explodemon	203	7
Eye Of Judgment	**159**	6
EyePet	185	8
F1 2011	**211**	7
F1 2012	223	7
F1 Race Stars	**226**	6
FaceBreaker	170	5
Fairy Fencer F	**250**	4
Fallout 3	**173**	10
Fallout: New Vegas	198	8
Family Guy: Back To The Multiverse	**227**	4
Fantastic Four: Rise Of The Silver Surfer	155	3
Far Cry 2	**172**	7
Far Cry 3	226	8
Far Cry 3: Blood Dragon	**231**	8
Fat Princess	183	6
Fatal Inertia EX	**168**	6
FEAR	151	8
FEAR 2: Project Origin	**176**	8
FEAR 3	208	6
FIFA 12	**210**	8
FIFA 13	223	8
FIFA 14	**236**	9
FIFA Street (2012)	217	7
Final Fight: Double Impact	**193**	9
The Fight	199	4
Fight Night Champion	**203**	8
Fight Night Round 3	151	8
Fight Night Round 4	**181**	8
Final Fantasy XIV: A Realm Reborn	236	8
Final Fantasy XIII	**190**	8
Final Fantasy XIII-2	214	8
Final Fantasy XIII: Lightning Returns	**240**	8
Fist Of The North Star: Ken's Rage	198	5
Fist Of The North Star: Ken's Rage 2	**230**	5
Flight Control HD	198	8
Flock!	**179**	7
Folklore	158	6
Front Mission Evolved	**198**	5
Frogger: Hyper Arcade Edition	221	5

GAME	ISSUE	SCORE
From Dust	**211**	8
Fuel	180	4
Full Auto 2: Battlelines	**151**	6
Fuse	232	7
Game Of Thrones	**220**	3
Gatling Gears	207	6
Genji: Days Of The Blade	**151**	3
Ghost Recon Advanced Warfighter 2	157	8
Ghost Recon Future Soldier	**219**	6
Ghostbusters: The Videogame	180	8
GI Joe	**183**	2
The Godfather	151	3
The Godfather II	**178**	4
God Of War III	190	9
God Of War: Ascension	**230**	9
God Of War Collection*	188	9
God Of War Collection: Volume II	**210**	7
The Golden Compass	162	3
GoldenEye 007: Reloaded	**213**	6
Gotham City Imposters	216	7
Gran Turismo 5	**200**	8
Gran Turismo 6	239	8
Grand Theft Auto IV	**166**	9
Grand Theft Auto V	**236**	10
Greed Corp	191	7
Green Day: Rock Band	**194**	7
Grid 2	232	7
Grid Autosport	**246**	6
GTI Club+	174	7
GTA: Episodes From Liberty City	**191**	9
Guardians Of Middle-earth	227	7
Guitar Hero III	**160**	9
Guitar Hero 5	184	8
Guitar Hero: Aerosmith	**168**	6
Guitar Hero Greatest Hits	182	7
Guitar Hero Metallica	**179**	8
Guitar Hero: Van Halen	189	6
Guitar Hero: Warriors Of Rock	**197**	7
Guitar Hero World Tour	173	9
Gundemonium Collection	**197**	8
Gunstar Heroes	181	8
Harry Potter And The Half-Blood Prince	**182**	6
Harry Potter And The Order Of The Phoenix	155	3
Haze	**167**	6
Heavenly Sword	157	7
Heavy Rain	**189**	9
Heavy Weapon	187	7
Heroes Over Europe	**184**	4
Hitman: Absolution	225	9
Hitman HD Trilogy	**230**	7
Homefront	203	6
The House Of The Dead 4	**218**	8
The House Of The Dead: Overkill	212	7
Hunted: The Demon's Forge	**207**	5
Hustle Kings	190	8
Hyperdimension Neptunia	**202**	2
I Am Alive	217	6
Ico & Shadow Of The Colossus HD	**210**	9
IL-2 Sturmovik: Birds Of Prey	183	7
The Incredible Hulk	**168**	5
inFamous	180	8
inFamous 2	**207**	8
Inferno Pool	181	8
Injustice: Gods Among Us	**231**	8
Inversion	220	4
Iron Man	**166**	5
Iron Man 2	193	5
The Jak And Daxter Trilogy	**216**	8
Jak And Daxter: The Lost Frontier	187	5
James Bond 007: Blood Stone	**199**	6
James Cameron's Avatar: The Game	187	6
JoJo's Bizarre Adventure: All Star Battle	**244**	8
Journey	216	9
Juiced 2: Hot Import Nights	**159**	7
Jurassic Park: The Game	194	6



Rockstar's latest is a masterpiece; the perfect swansong for the generation and a wonderful addition to the franchise.

*denotes import review

TOP TEN ASSASSINS



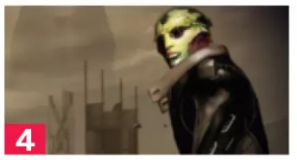
Agent 47



Corvo Attano



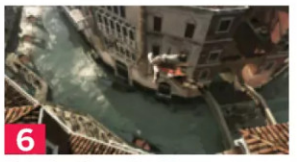
Ayame



Thane Krios



Zer0



Ezio Auditore Da Firenze



Harman Smith



Nina Williams



Goh Hinogami



Deadshot

PLAY'S BEST GAMES IF YOU LOVE...



CHOICE
PLAY: THE WITCHER 3: WILD HUNT
Whether it's choosing a dialogue option, how to complete a quest, or where to go next in its huge world, *The Witcher 3* is an excellent RPG filled with meaningful choices.



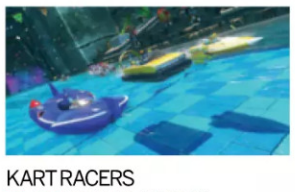
THE CAPED CRUSADER
PLAY: BATMAN: ARKHAM ORIGINS
We're not going to try and convince you that *Batman: Arkham Origins* is as good as the Rocksteady *Arkham* games, but we will tell you that those who claim that it's rubbish are just plain wrong.



PUZZLING CREVICES
PLAY: THE CAVE
A mix of platforming and puzzles, *The Cave* is a cool little game from Double Fine, if not one of the team's best. It's great in co-op, especially if your friend isn't too good at games.



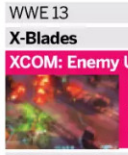
PULLING OFF STUNTS
PLAY: JOE DANGER
Before Hello Games decided to make the biggest game ever conceived in the form of *No Man's Sky*, it was busy making a cartoony little game about being a movie stunt man. It's really bloody good, too.



KART RACERS
PLAY: SONIC & SEGA ALL-STARS RACING TRANSFORMED
Sonic games are rubbish. There is an exception to every rule, though, and that is excellent kart racer, *Sonic & Sega All-Stars Racing Transformed*.

GAME	ISSUE	SCORE
Just Cause 2	**190**	**8**
Kane & Lynch: Dead Men	160	7
Kane & Lynch 2: Dog Days	**196**	**7**
Katamari Forever	184	8
Kick-Ass The Game	**194**	**6**
Killer Is Dead	**235**	**7**
Killzone HD	225	6
Killzone 2	**176**	**9**
Killzone 3	202	8
Kingdom Hearts HD 1.5 ReMIX	**236**	**8**
Kingdom Hearts 2.5 HD ReMIX	252	9
Kingdoms Of Amalur: Reckoning	**215**	**7**
The King Of Fighters XII	182	7
The King Of Fighters XIII	**213**	**8**
Knights Contract	202	5
Kung Fu Panda 2	**207**	**2**
Kung Fu Rider	196	6
Lair	**158**	**5**
Landit Bandit	195	6
LA Noire	**206**	**9**
Lara Croft And The Guardian Of Light	198	9
The Last Guy	**171**	**9**
Last Rebellion	191	4
Lead And Gold: Gangs Of The Wild West	**193**	**6**
Legend Of Spyro: Dawn Of The Dragon	174	5
Legendary	**173**	**6**
Lego Batman	173	6
Lego Batman 2	**221**	**8**
Lego Harry Potter: Years 1-4	194	7
Lego Harry Potter: Years 5-7	**213**	**6**
Lego Indiana Jones: The Original Adventures	167	7
Lego Indiana Jones 2: The Adventure Continues	**187**	**7**
Lego Pirates Of The Caribbean	206	7
Lego Rock Band	**187**	**8**
Lego Star Wars: The Complete Saga	160	7
Lego Star Wars III: The Clone Wars	**204**	**8**
Lego The Lord Of The Rings	227	7
Leisure Suit Larry: Box Office Bust	**180**	**2**
Limbo	209	9
LittleBigPlanet	**172**	**9**
LittleBigPlanet 2	**201**	**10**
LittleBigPlanet: Karting	**225**	**8**
LocoRoco Cocoreccho!	159	8
Lollipop Chainsaw	**221**	**7**
London 2012	221	4
The Lord Of The Rings: Aragorn's Quest	**199**	**6**
The Lord Of The Rings: Conquest	175	5
The Lord Of The Rings: War In The North	**213**	**4**
Lost Planet 2	192	8
Lost Planet 3	**236**	**5**
Lost Planet: Extreme Condition	163	6
Lumines Supernova	**178**	**9**
Madagascar 3	224	3
Madden NFL 12	**209**	**8**
Madden NFL 13	223	8
Madden NFL Arcade	**188**	**5**
Mad Riders	220	7
Mafia II	**196**	**8**
MAG	189	6
Magic: Duels Of The Planeswalkers	**202**	**8**
Magic: Duels Of The Planeswalkers 2012	208	7
Majin And The Forsaken Kingdom	**199**	**7**
Marvel Vs Capcom 2	182	9
Marvel Vs Capcom 3	**202**	**8**
Marvel Ultimate Alliance	151	6
Marvel Ultimate Alliance 2	**185**	**6**
Max Payne 3	219	7
Mass Effect 2	**201**	**10**
Mass Effect 3	216	9
Medal Of Honor	**198**	**8**
Medal Of Honor Airborne	161	8
Medal Of Honor: Warfighter	**225**	**7**
Mega Man 9	172	7
Mega Man 10	**192**	**8**
Mercenaries 2: World In Flames	171	7
Metal Gear Rising: Revengeance	**228**	**9**
Metal Gear Rising: Revengeance is another world-class entry in gaming's most fundamentally playable genre.		
Metal Gear Solid 4	167	9
Metal Gear Solid HD Collection	**214**	**9**
Metro: Last Light	231	6
Michael Jackson: The Experience	**205**	**5**
Microbot	202	5
Midnight Club: Los Angeles	**173**	**8**
Mindjack	202	3
Minecraft	**240**	**9**
Mini Ninjas	184	8
Mirror's Edge	**173**	**7**
MLB: The Show 14	245	9
ModNation Racers	**192**	**8**
Monkey Island 2: Special Edition	195	9
Mortal Kombat	**205**	**8**
Mortal Kombat Vs DC Universe	173	6
MotoGP 13	**233**	**7**
Motorhead	173	6
MotorStorm	**151**	**9**
MotorStorm: Apocalypse	203	7
MotorStorm: Pacific Rift	**172**	**9**
Mud: FIM Motocross Championship	217	5
MX Vs ATV Alive	**206**	**4**
MX Vs ATV Reflex	189	6
Naruto: Ultimate Ninja Storm	**174**	**6**
Naruto Shippuden: UNS Generations	217	5
Naruto Shippuden: UNS 3	**230**	**8**
Naughty Bear	195	6
NBA 2K12	**211**	**8**
NBA 2K13	224	8
NBA Jam	**200**	**6**
NBA Street: Homecourt	151	6
Need For Speed Carbon	**151**	**7**
Need For Speed: Hot Pursuit	199	9
Need For Speed: Most Wanted	**225**	**9**
Need For Speed: Most Wanted is easily the best arcade racer of this generation. We absolutely love it.		
Need For Speed ProStreet	**161**	**8**
Need For Speed Shift	184	8
Need For Speed: The Run	**213**	**6**
Need For Speed Undercover	173	7
NeverDead	**215**	**3**
Nier	192	6
Ni No Kuni: Wrath Of The White Witch	**227**	**8**
NHL 12	210	7
NHL 13	**223**	**7**
NiGHTS Into Dreams...	224	7
Ninja Gaiden Sigma	**154**	**8**
Ninja Gaiden Sigma 2	184	8
Ninja Gaiden 3	**217**	**6**
Ninja Gaiden 3: Razor's Edge	231	8
Noby Noby Boy	**177**	**8**
No More Heroes: Heroes' Paradise	206	8
Nucleus	**155**	**8**
Okami HD	225	9
One Piece: Pirate Warriors	**224**	**6**
Operation Flashpoint: Dragon Rising	185	7
Operation Flashpoint: Red River	**205**	**7**
The Orange Box	161	9
Outland	**207**	**7**
OutRun Online Arcade	180	8
Overlord II	**181**	**6**
Pac-Man Championship Edition DX	201	9
Pain	**183**	**6**
Payday: The Heist	213	8
Payday 2	**235**	**8**
Peggle	189	9
Persona 4 Arena	**231**	**9**
Essential for both *Persona* fans and fighting game enthusiasts, *Persona 4 Arena* is an absolute joy to play.		
Persona 4 Arena Ultimax	250	9
PES 2012	**210**	**7**
PixelJunk 4am	220	4
PixelJunk Eden	**169**	**6**
PixelJunk Shooter	187	9
PixelJunk Shooter 2	**204**	**9**
PixelJunk SideScroller	213	7
PixelJunk Racers	**160**	**7**
Planet Minigolf	196	5
PlayStation All-Stars Battle Royale	**225**	**8**
PlayStation Move Heroes	204	5
Poker Night 2	**232**	**5**
Port Royale 3: Pirates & Merchants	224	5
Portal 2	**205**	**10**
Prince Of Persia	174	8
Prince Of Persia: Classic	**173**	**6**
Prince Of Persia: The Forgotten Sands	193	6
Prince Of Persia Trilogy	**200**	**8**
Prison Break: The Conspiracy	191	4
Prototype	**181**	**7**
Prototype 2	219	7
Puddle	**216**	**7**
The Punisher: No Mercy	182	4
Puppeteer	**236**	**7**
Pure	171	8
Puzzle Chronicles	**194**	**7**
Puzzle Dimensions	208	8
Puzzle Quest Galactrix	**181**	**6**
Quantum Conundrum	221	9
Quantum Of Solace	**175**	**5**
Quantum Theory	197	2
Race Driver: GRID	**167**	**8**
Rachet & Clank: Q-Force	227	5
Rag Doll Kung-Fu: Fists Of Plastic	**179**	**8**
Rage	211	6
Rainbow Moon	**221**	**6**
Rainbow Six Vegas	155	9
Rainbow Six Vegas 2	**164**	**8**
Rango	203	5
Ratchet & Clank: A Crack In Time	**186**	**8**
Ratchet & Clank: All 4 One	211	6
Ratchet & Clank: Tools Of Destruction	**160**	**7**
Ratchet & Clank Trilogy HD	221	9
Rayman Legends	**235**	**8**
Rayman Origins	212	8
Red Dead Redemption	**193**	**9**
Red Faction: Armageddon	207	6
Red Faction: Guerrilla	**180**	**8**
Remember Me	232	6
Renegade Ops	**211**	**7**
Resident Evil Chronicles HD Collection	221	8
Resident Evil Code Veronica X	**211**	**7**
Resident Evil: Operation Raccoon City	217	3
Resident Evil: Revelations HD	**232**	**7**
Resident Evil 4 HD	210	9
Resident Evil 5	**177**	**8**
Resident Evil 6	223	8
Resistance: Fall Of Man	**151**	**8**
Resistance 2	173	9
Resistance 3	**210**	**9**
Resonance Of Fate	191	8
Retro City Rampage	**228**	**7**
Ridge Racer 7	151	7
Ridge Racer Unbounded	**217**	**6**
Riff: Everyday Shooter	162	8
Rise Of The Argonauts	**176**	**5**
Risen 2: Dark Waters	222	5
Risen 3: Titan Lords	**248**	**2**
Risk: Factions	202	8
Rock Band Blitz	**223**	**8**
Rock Band	169	9
Rock Band 2	**179**	**9**
Rock Band 3	199	9
Rocksmith	**223**	**7**
Rogue Warrior	188	1
Rugby World Cup 2011	**209**	**4**
Rune Factory Oceans	220	5
RUSE	**197**	**8**
The Saboteur	187	6
Sacred 2: Fallen Angel	**180**	**7**
Sacred 3	247	6
Saints Row 2	**172**	**7**
Saints Row: The Third	211	8
Saints Row IV: Gat Out Of Hell	**253**	**6**
SBK Generations	220	5
Saint Seiya: Sanctuary Battle	**216**	**5**
Sam & Max: The Devil's Playground Ep1	194	9
Sam & Max: The Devil's Playground Ep2	**194**	**9**
Savage Moon	175	8
Saw	**186**	**5**
Saw II: Flesh & Blood	198	3
The Secret Of Monkey Island SE	**195**	**9**
Sega Rally Online Arcade	208	7
Sega Mega Drive Ultimate Collection	**177**	**8**
Section 8: Prejudice	209	8
SBK 2011	**206**	**7**
SBK Generations	220	5
SBK X: Superbike World Championship	**193**	**6**
Sega Rally	158	9
Sengoku Basara: Samurai Heroes	**198**	**7**
Shadows Of The Damned	207	8
Shank	**197**	**8**
Shatter	183	9
Shaun White Skateboarding	**198**	**7**
Shaun White Snowboarding	173	7
Shellshock 2: Blood Trails	**177**	**3**
Shift 2: Unleashed	204	6
The Shoot	**199**	**7**
Shoot Many Robots	217	8
Silent Hill: Downpour	**217**	**8**
Silent Hill HD Collection	217	7

GAME	ISSUE	SCORE
Silent Hill: Homecoming	174	6
The Simpsons Arcade Game	**216**	**5**
The Simpsons Game	160	8
The Sims 3	**199**	**8**
The Sims 3: Pets	212	7
SingStar	**159**	**8**
Singularity	195	8
Siren Blood Curse	**170**	**6**
Skate	159	8
Skate 2	**175**	**8**
Skate 3	192	8
Skullgirls	**218**	**8**
Sleeping Dogs	222	8
The Sly Collection	**200**	**8**
Sly Cooper: Thieves In Time	230	6
Sniper Elite V2	**218**	**5**
Sniper: Ghost Warrior	206	4
Sniper: Ghost Warrior 2	**230**	**5**
SOCOM: Special Forces	205	6
Sonic Adventure	**198**	**6**
Sonic Adventure 2	225	6
Sonic CD	**214**	**8**
Sonic The Hedgehog 4: Episode 1	199	8
Sonic The Hedgehog 4: Episode 2	**225**	**4**
Sonic & Sega All-Stars Racing	190	7
Sonic & All-Stars Racing Transformed	**227**	**9**
Sonic Generations	212	7
Sonic The Hedgehog	**151**	**5**
Sonic Unleashed	175	4
Sorcery	**219**	**7**
SoulCalibur IV	169	9
SoulCalibur V	**214**	**8**
South Park: The Stick of Truth	242	8
Spec Ops: The Line	**220**	**7**
Spider-Man 3	155	3
Spider-Man: Edge Of Time	**212**	**3**
Spider-Man: Shattered Dimensions	197	6
Spider-Man: Web Of Shadows	**173**	**5**
Spin Jam	174	3
Splatterhouse	**200**	**5**
Splinter Cell Double Agent	153	7
Split/Second: Velocity	**192**	**9**
Sports Champions	196	8
Sports Champions 2	**225**	**6**
SSX	216	4
Stacking	**203**	**8**
Starhawk	219	8
Star Ocean: The Last Hope International	**190**	**6**
Star Trek	231	5
Star Trek: D-A-C	**189**	**5**
Star Wars: The Force Unleashed	171	6
Star Wars: The Force Unleashed II	**199**	**6**
Star Wars: Pinball	230	7
Start The Party!	**196**	**7**
Stormrise	178	5
Stranglehold	**159**	**6**
Street Fighter III: 3rd Strike Online Edition	209	9
Street Fighter IV	**176**	**9**
Street Fighter X Tekken	217	8
Strength Of The Sword 3	**234**	**8**
Strider	242	6
Super Puzzle Fighter II HD Turbo Remix	**168**	**7**
Super Rub-A-Dub	151	8
Super Street Fighter IV: Arcade Edition	**207**	**9**
Stuntman: Ignition	157	8
Super Stardust HD	**155**	**7**
Superstars V8: Next Challenge	190	5
Superstars V8 Racing	**181**	**6**
Super Street Fighter II Turbo HD Remix	176	7
Super Street Fighter IV	**191**	**9**
Supremacy MMA	211	4
Switchball	**191**	**7**
Swords And Soldiers	199	8
Syndicate	**216**	**7**
Tales Of Graces f	222	7
Tales Of Monkey Island	**196**	**9**
Tales Of Xillia	234	7
Tales Of Xillia 2	**249**	**7**
Tekken 5: Dark Resurrection Online	161	8
Tekken 6	**184**	**9**
Tekken Tag Tournament 2	223	9
Test Drive Ferrari Racing Legends	**221**	**6**
Tetris	202	8
Test Drive Unlimited 2	**203**	**6**
The Amazing Spider-Man	221	6
The Last Of Us	**233**	**10**
The Last Of Us: Left Behind	242	8
The Testament Of Sherlock Holmes	**224**	**5**
The Walking Dead	231	9
The Walking Dead: Survival Instinct	**231**	**2**
Thor: God Of Thunder	206	3
Tiger Woods PGA Tour 14	**231**	**6**
Time Crisis 4	166	7
Time Crisis: Razing Storm	**199**	**5**
TimeShift	162	7
TMNT: Turtles In Time-Re-shelled	**186**	**5**
TNA Impact!	171	7
Tokyo Jungle	**223**	**8**
Tom Clancy's EndWar	173	8
Tom Clancy's HAWX	**177**	**7**
Tom Clancy's HAWX 2	196	7
Tom Clancy's Splinter Cell Blacklist	**235**	**7**
Tom Clancy's Splinter Cell Trilogy HD	210	7
Tomb Raider	**229**	**9**
Tomb Raider Trilogy	204	8
Tomb Raider: Underworld	**173**	**8**
Tony Hawk's Project 8	151	8
Tony Hawk's Pro Skater HD	**223**	**7**
Tony Hawk's Proving Ground	160	7
Tony Hawk: Ride	**188**	**5**
Top Gun: Hard Lock	218	4
Top Spin 3	**168**	**7**
Top Spin 4	203	6
Toy Story 3	**1z95**	**8**
Transformers: Dark Of The Moon	208	6
Transformers: Fall Of Cybertron	**223**	**7**
Transformers: War For Cybertron	194	8
Trash Panic	**181**	**7**
Trine	184	8
Trinity: Souls Of Zill O'll	**202**	**5**
Trinity Universe	194	6
Tron Evolution	**200**	**1**
Tumble	198	7
Turning Point: Fall Of Liberty	**165**	**4**
Turok	163	4
Twisted Metal	**216**	**6**
Two Worlds II	203	6
UFC Undisputed 2009	**180**	**9**
UFC Undisputed 2010	193	8
UFC Undisputed 3	**215**	**8**
Ultimate Marvel Vs Capcom 3	212	8
Ultra Street Fighter IV	**246**	**9**
Uncharted: Drake's Fortune	161	8
Uncharted 2: Among Thieves	**185**	**10**
Uncharted 3: Drake's Deception	212	9
Under Siege	**207**	**7**
Unearthed: Trail Of Ibn Battuta: Ep1	233	1
The Unfinished Swan	**225**	**7**
Unreal Tournament III	162	8
Untold Legends: Dark Kingdom	**151**	**5**
Valkyria Chronicles	173	8
Vancouver 2010	**189**	**7**
Vanquish	197	9
Viking: Battle For Asgard	**165**	**7**
Virtua Fighter 5	151	8
Virtua Fighter 5: Final Showdown	**220**	**9**
Virtua Tennis 3	150	9
Virtua Tennis 4	**205**	**7**
Wakeboarding HD	195	6
The Walking Dead: All That Remains	**240**	**8**
The Walking Dead: 400 Days	234	8
Wanted: Weapons Of Fate	**179**	**6**
Warhammer 40,000: Space Marine	210	5
Warhawk	**157**	**8**
Warriors: Legends Of Troy	202	1
Warriors Orochi 3	**217**	**5**
Watchmen: The End Is Nigh	183	5
Way Of The Samurai 3	**190**	**2**
Wet	184	4
Wheelman	**178**	**7**
Where The Wild Things Are	188	5
White Knight Chronicles	**190**	**5**
White Knight Chronicles II	207	4
Who Wants To Be A Millionaire?	**214**	**7**
WipEout HD	172	8
Wizorb	**222**	**7**
Wolfenstein	183	7
Wonderbook: Book Of Spells	**226**	**8**
Worms Collection	224	8
Worms 2: Armageddon	**198**	**8**
Worms Ultimate Mayhem	217	8
WRC 3 FIA World Rally Championship	**225**	**7**
WWE All Stars	204	8
WWE Legends Of WrestleMania	**178**	**8**
WWE 13	225	5
X-Blades	**178**	**5**
XCOM: Enemy Unknown	**224**	**9**
X-Men Destiny	**211**	**3**
X-Men Origins: Wolverine	179	7
Yaiba: Ninja Gaiden Z	**242**	**3**
Yakuza: Dead Souls	216	6
Yakuza 3	**191**	**8**
Yakuza 4	203	8
Zen Pinball 2	**224**	**9**
Zombie Apocalypse: Never Die Alone	213	6
Zone Of The Enders HD Collection	**226**	**8**



Thinking, planning, failing and dying is back in fashion: *XCOM* is a phenomenal reimagining of a classic title and an instant classic in its own right.

VITA

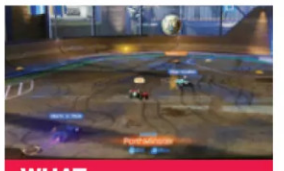


GAME	ISSUE	SCORE
A-Men	217	7
Army Corps Of Hell	**217**	**6**
Assassin's Creed III: Liberation	225	7
Atelier Meruru: The Apprentice Of Arland	**221**	**3**
Everybody's Golf	215	8
BlazBlue: Continuum Shift Extend	**216**	**8**
Broken Age	257	5
Call Of Duty: Black Ops Declassified	**227**	**2**
Danganronpa: Trigger Happy Havoc	242	8
Danganronpa 2: Goodbye Despair	**249**	**9**
Dead Nation	201	8
Destiny Of Spirits	**244**	**7**
Dokuro	230	7
Earth Defense Force 2017 Portable	**230**	**8**
Escape Plan	216	8
FIFA Football	**216**	**8**
flOw	151	9
Flower	**176**	**8**
Gravity Crash	187	8
Gravity Rush	**219**	**9**
Hotline Miami	233	9
Hustle Kings	**216**	**8**
Joe Danger	194	9
Killzone: Mercenary	**236**	**9**
LittleBigPlanet	223	9
Little Deviants	**215**	**6**
Lumines Electric Symphony	216	8
MGS HD Collection	**221**	**7**
ModNation Racers: Road Trip	215	5
Mortal Kombat	**219**	**8**
MotorStorm RC	217	8
Muramasa Rebirth	**234**	**8**
New Little King's Story	224	7
Ninja Gaiden Sigma Plus	**217**	**7**
Ninja Gaiden Sigma 2 Plus	230	6
Oddworld: Stranger's Wrath HD	**214**	**8**
Orgarhythm	230	5
PlayStation All-Stars Battle Royale	**225**	**8**
Persona 4 Golden	228	9
PixelJunk Monsters	**163**	**9**
Puddle	222	8
Rayman Origins	**216**	**8**
Reality Fighters	215	5
Resistance: Burning Skies	**219**	**5**
Ridge Racer	216	4
Rocketbirds: Hardboiled Chicken	**212**	**8**
Silent Hill: Book Of Memories	225	3
Sorcery Saga: Curse of the Great Curry God	**240**	**7**
Soul Sacrifice	232	9
Sound Shapes	**223**	**8**
Superfrog HD	234	4
Super Monkey Ball: Banana Splitz	**224**	**7**
Sumioni: Demon Arts	230	4
Super Stardust Delta	**216**	**8**
Tearaway	239	8
Terraria	**232**	**8**
Touch My Katamari	216	8
Toukiden: The Age Of Demons	**241**	**8**
Ultimate Marvel vs Capcom 3	216	8
Uncharted: Fight For Fortune	**227**	**8**
Uncharted: Golden Abyss	215	8
Unit 13	**216**	**6**
Velocity Ultra	233	8
Virtua Tennis 4: World Tour Edition	**215**	**8**
Virtue's Last Reward	227	8
WipEout 2048	**215**	**9**

*denotes import review

WHAT WE'RE PLAYING...

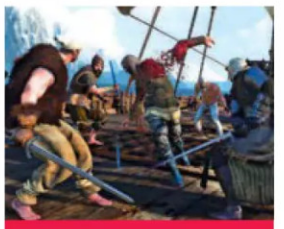
Watch out! Games!



WHAT (have they been playing?)
Rocket League
WHY (was it chosen?)
Because I believe I can fly

LUKE ALBIGÉS

I'VE HARDLY PLAYED any games that aren't *Rocket League* this month and as a result, I'm getting quite good. Despite being one of the first in our group to master the art of flight, I've since dropped back to a play-making midfield role – I have a knack for dropping in great balls for my buddies to tap in and should the other team make a clumsy save, I get to come soaring in from halfway down the pitch to smash home an aerial shot. The physics-based nature of the game means scoring a great goal in *Rocket League* is immensely satisfying, but skilful touches *anywhere* on the pitch feel great as well.



WHAT (have they been playing?)
The Witcher 3
WHY (was it chosen?)
I must finish it!

PAUL WALKER-EMIG

There's just so much to do in *The Witcher 3*. Seriously, it's ridiculous. I actually convinced myself that I was about to finish the game recently. It *seemed* like the end, but then it just kept on going. Don't get me wrong, the game's brilliant, so more of it isn't exactly a bad thing. I'm just getting to the point where I'd like to finish it. Fortunately, I'm sure I'm getting to the end now... aren't I? Let me just get this one side quest I want to do out the way and I'm sure it'll just be a couple more missions until the credits hit. Maybe.

Imagine Publishing Ltd
Richmond House 33 Richmond Hill
Bournemouth Dorset BH2 6EZ
☎ +44 (0) 1202 586200
Web: www.play-mag.co.uk
www.imagine-publishing.co.uk
www.greatdigitalmags.com

Magazine team

Editor **Luke Albigés**
luke.albiges@imagine-publishing.co.uk
☎ 01202 586269
Editor In Chief **Ryan King**
Designer **Liam Warr**
Production Editor **Drew Sleep**
Senior Staff Writer **Paul Walker-Emig**
Photographer **James Sheppard**
Senior Art Editor **Andy Downes**
Publishing Director **Aaron Asadi**
Head of Design **Ross Andrews**

Contributors
Josh Barnett, Sam Clay, Steve Holmes, Darran Jones, Dom Peppiatt, Rebecca Richards, Ed Smith

Advertising
Digital or printed media packs are available on request.
Head of Sales Hang Deretz
☎ 01202 586442
hang.deretz@imagine-pubishing.co.uk
Account Manager Anthony Godsell
☎ 01202 586420
anthony.godsell@imagine-publishing.co.uk

International
Play is available for licensing. Contact the International department to discuss partnership opportunities.
Head of International Licensing Cathy Blackman
☎ +44 (0) 1202 586401
licensing@imagine-publishing.co.uk

Subscriptions
play@servicehelpline.co.uk
☎ UK 0844 848 8404
☎ Overseas +44 1795 592 875
13-Issue subscription UK £51.90 / Europe £70 / ROW £80

Circulation
Head of Circulation Darren Pearce
☎ 01202 586200

Production
Production Director Jane Hawkins
☎ 01202 586200

Finance
Finance Director Marco Peroni

Founder
Group Managing Director Damian Butt

Printing and Distribution
Printed by Southernprint Ltd, 17-21 Factory Road, Upton Industrial Estate, Poole, Dorset, BH16 5SN

Distributed in the UK, Eire & the Rest of the World by Marketforce, Blue Fin Building, 110 Southwark Street, London SE1 0SU
☎ 0203 148 3300

Distributed in Australia by Network Services (a division of Bauer Media Group), Level 21 Civic Tower, 66-68 Goulburn Street, Sydney, New South Wales 2000, Australia
☎ + 61 2 8667 5288

Disclaimer
The publisher cannot accept responsibility for any unsolicited material lost or damaged in the post. All text and layout is the copyright of Imagine Publishing Ltd. Nothing in this magazine may be reproduced in whole or part without the written permission of the publisher. All copyrights are recognised and used specifically for the purpose of criticism and review. Although the magazine has endeavoured to ensure all information is correct at time of print, prices and availability may change. This magazine is fully independent and not affiliated in any way with the companies mentioned herein. PlayStation, PSone, PlayStation 2, PS2, PlayStation Portable, PS Vita, PLAYSTATION 3, PS3, PLAYSTATION 4 and PS4 are trademarks of Sony Corporation in the United States and other countries.
If you submit material to Imagine Publishing via post, email, social network or any other means, you automatically grant Imagine Publishing an irrevocable, perpetual, royalty-free license to use the material across its entire portfolio, in print, online and digital, and to deliver the material to existing and future clients, including but not limited to international licensees for reproduction in international, licensed editions of Imagine products. Any material you submit is sent at your risk and, although every care is taken, neither Imagine Publishing nor its employees, agents or subcontractors shall be liable for the loss or damage.

© Imagine Publishing Ltd 2015
ISSN 1358-9474

recycle
When you have finished with this magazine please recycle it.

IMAGINE PUBLISHING

NEXT MONTH IN PLAY

ON SALE 10 SEPTEMBER

PLAY SUBSCRIBE PAGE 54 NEVER MISS AN ISSUE!

THE WORLD ENDS WITH YOU

FALLOUT 4

The post-apocalypse never looked so good

sinclair

ZX SPECTRUM: A VISUAL COMPENDIUM

PRE-ORDER NOW
ONLY £27.99

Pre-Order Exclusively at
Funstock.co.uk/retrogamer145

Celebrates the visual side of the glorious Sinclair ZX Spectrum computer. Each spread features a beautiful image and a select few words – these carefully considered comments vary from games facts, a mini review and even quotes from the original developer.

- Comes in 3 editions - Standard Edition, Hardback Edition and Collector's Edition
- Extensive volume with 296 pages
- Contributors to the book include The Stamper Brothers, John Heap, Andrew Hewson, David Perry, The Oliver Twins, Matthew Smith, Dawn Drake plus many more...



FREE UK SHIPPING



funstock.co.uk

BITMAP BOOKS

GAMER HEAVEN

OFFICIAL LICENSED GAMER MERCHANDISE

For more Gamer Clothing & Merchandise Visit us at - www.Gamer-Heaven.net



Fallout 4

VAULT-TEC BUNDLE SET









Save 13% OFF! Use Coupon Code: LUCKY13